ONLY £2.25

THE MAG REAL [illegible] EAD...

COMPUTER AND VIDEO GAMES

at his satanic majesty's request...

DOOM & DOOM 2

we preview the original and the sequel on console, plus we rate the follow-up on pc....

first review

STREET RACER

it's mario kart 2 and more!

exclusive

MICKEY MANIA

this disney game is dynamite!

FREE MAGAZINE INSIDE

THE BEST MAGAZINE FOR NEW GAMES MACHINES

JAGUAR

with exclusive shots of amazing future games

EVERY MAJOR NEW GAME REVIEWED AND RATED

BEST FOR NEW MACHINES

100% INDEPENDENT

THREE BIG FIRST REVIEWS!

BURN:CYCLE REVIEWED – wasting the CD-i doubters

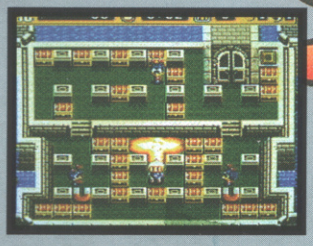
FIFA 3DO REVIEWED – the best ever version by far....

Mow 'em down! RISE OF THE ROBOTS FIRST REVIEW

NOVEMBER 1994
ISSUE NO 156
68.00 ASCH DM 12.50 S$ 13.50 $5.95 7000 L
ISSN 0261-3697
11
9 770261 369062

MIND BLOWING
FOUR PLAYER
DESTRUCTION

EXPL



"Playable and addictive beyond belief ... Super Bomberman 2 is it" – Total 94%

"Superb multi-player action" – NMS 92%

AVAILABLE IN NOVEMBER

Hudson Soft ® is a trademark of Hudson Soft Co., Ltd. ©1994 Hudson Soft.
Super Nintendo Entertainment System™ is a trademark of Nintendo. All rights reserved.

COMPUTER VIDEO GAMES

MANAGING EDITOR: STEVE JAMES
ASSOCIATE EDITOR: MARK PATTERSON
DEPUTY EDITOR: GARY LORD
ART EDITOR: JULIE HEAP
GROUP ART EDITOR: JEFF ZIE
STAFF WRITERS: DENIZ AHMET, RIK SKEWS
CONTRIBUTING WRITERS: LUCY HICKMAN, TONY DILLON, DEAN EVANS, RADION AUTOMATIC, TOM GUISE
COVER ILLUSTRATION: SEBASTIAN QUIGLEY

Editorial enquiries: 071-972 6700
Advertising enquiries: 071-713 1983
Subscription and Back Issues enquiries (9.30–5.30 Mon–Fri): 0858 468888
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071-972 6700 FAX: 071-972 6701
ADVERTISING MANAGER: Simon Hamer; ADVERTISING EXECUTIVE: Holly Eadie; PRODUCTION: Tina Gynn; SYSTEMS AND PREPRESS MANAGER: Sarah-Jane Leavey; MARKETING MANAGER: Karen Williams; MARKETING DIRECTOR Marc Swallow; PRODUCT MANAGER: Nichola Bentley; EDITORIAL DIRECTOR: David Kelly MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION ENQUIRIES: CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 0858 468811 RATES: 12 ISSUES UK: £34.00, AIRMAIL EUROPE: £52.00, AIRMAIL REST OF WORLD ZONE 1: £75.00, AIRMAIL REST OF WORLD ZONE 2: £89.00, REST OF WORLD SURFACE: £48.00, BFPO: £34.00, EIRE: £52.00
PRINTED IN THE UK BY: St Ives, Peterborough ADDITIONAL COLOUR BY: PrePress , London EC1 DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994
ISBN NO: 0261-3597
DISCLAIMER: Although we take great care to ensure as far as reasonably possible the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

DOUBLE DOOM

Doom & Doom Special Edition on console
• Doom 2 on PC

!exclusive!

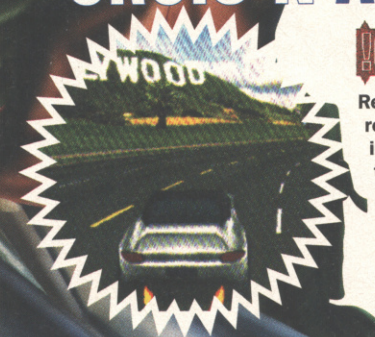
Without a shadow of a doubt one of the finest games ever to smash its way into the home; the incredible Doom is finally available to a much a wider audience. Fantastic. So feast your eyes on the screen shots from the 32-X and Jaguar versions, starting on page 34 and then turn to page 58 and read the review of the sequel on PC.

content

NOVEMBER 1994 • ISSUE 156

CRUIS'N AROUND

!exclusive!



Remember where you read it first. We lift the incredibly tight lid off the pressure cooker that is Nintendo's next console, the Ultra 64, to bring you the first – yes the very first shots – from one of the machine's first games, Cruis'n USA.

REGULARS

6 News
102 Out Now
106 Help!
112 Big Eds & hot compo!
113 Charts
114 Next Month

25 MILLION READERS

REVIEWS

Alien vs Predator p.44

40 Burn:Cycle – CD-i
You've heard about interactive movies, but you've never played one that's this interactive...

42 Earthworm Jim - SNES/Mega Drive
The most wonderfully animated platform game this year?

44 Alien Vs Predator – Jaguar
We put the hype to the test in our in-depth review. Time to buy a Jag?

49 SS Lucifer – Mega Drive/Game Gear
If it's puzzling Lemmings clones you're after then the Codies may have what you're just after.

52 Guardian - CD32
Fast vector graphics and lots of blasting in this Starwing wannabe.

53 Pete Sampras – Game Gear
The finest tennis game you'll find on a handheld. Even better than the Mega Drive version.

54 Rise of the Robots – PC/SNES
It's taken a while but this stunning-looking beat-'em-up has finally arrived - and we've got the exclusive first review!

58 Doom 2 – PC
The PC game to end all others returns in a blood-splattered sequel. Gore city...

60 Red Zone – Mega Drive
Is Time Warner's big chopper game more fun to play with than Jungle Strike?

61 Super Bomber Man – SNES
A contender for numero uno most playable game of all time - or not?

64 FIFA – 3DO
Amazing graphics prevail in this lavish version of the SNES and Mega Drive chart toppers.

67 Universe – CD32
Adventure and strategy plus gallery-quality graphics in this latest conversion from Core Design.

67 Tiny Toons – Game Boy
The Toons are back and at their sugariest, driving you mad in this cute and wacky adventure.

68 Sonic and Knuckles – Mega Drive
Three games in one, well kind of... as the duo return for more hedgehog antics of the backwardly compatible kind.

Micro Machines 2 p.100

70 Batman and Robin – SNES
You've read the comic, watched the TV series, now play the game!

74 Way of the Warrior – 3DO
More gore and blood than a day trip to Hell with Clive Barker & Dracula, and it plays like Mortal Kombat to boot!

76 Smurfs – SNES
As cute and as cheerful as they come. And that's all you need to know about this difficult game.

78 Sparkster – SNES/Mega Drive
A very imaginative and lovingly presented platform game. Konami's best ever release?

FIFA on 3DO p.64

81 Mega Bomberman – Mega Drive
The Mega Drive gets its first sweet taste of bombermen.

Probotector p.94

84 Super Stardust – A1200
Asteroids for the 90s with graphics from the year 2010!

87 Urban Strike – Mega Drive
More helicopter blasting in the third sequel from EA.

89 Tiny Toon Adventures – Mega Drive
The Toons go into sporty mood with some typically wacky results.

90 Street Racer – SNES
The best multi-player race game available. If there ever was a Mario Kart 2 this would be it.

94 Probotector – Mega Drive
Incredible arcade mayhem from Konami in this never-ending platform shoot-'em-up.

Burn:Cycle p.40

96 Colonization – PC
One for the strategy buffs and for the value conscious among you.

98 Mickey Mania – Mega Drive
The best Mickey game has arrived, and it's in glorious black and white. Eh?

100 Micro Machines 2 – Mega Drive
Simplistic gameplay at its best. Best four-player game ever?

SUPER SHORTS
Check 'em out on page 105

- NBA Live '95 – SNES
- Samurai Shodown – Game Boy
- World Cup '94 – Amiga
- Pinkie – Amiga
- Battle Bugs – PC
- Dark Legions – PC
- Misadventures of Flink – Mega Drive
- NHL '95 – Mega Drive

TEKNO SPECIAL p.10

WORK IN PROGRESS

Tower Assault p.14

14 Tower Assault – PC/Amiga
16 Magic Carpet – PC-CD
18 Dawn Patrol – PC

Total Distortion p.20

20 Total Distortion – PC-CD
22 Power Drive – SNES/Mega Drive
23 Wolverine – SNES/Mega Drive
24 Aladdin – Amiga
26 WWF Raw – SNES/Mega Drive
29 Street Hockey – SNES

Wolverine p.23

30 Samurai Shodown – 3DO
30 Off-World Interceptor – 3DO
32 Wing Commander 3 – PC-CD
34 Doom – Jaguar
37 Doom – Sega 32X

connected

the wired-up gaming news section

As Sega gear up for the

Virtua Fighter 2 hits Japan

launch of their 32-X,

The mystery of Bureau 13

we bring you exclusive

Revolutionary Saturn Software

news of Nintendo's 32-

Rise returns already

Bit SNES booster.

Chess killer floors Kasparov

Meanwhile Virtua

Dragon's Lair comes to 3DO

Fighter 2 is about

New AM2 game on the way

to hit the

AITD back for thirds

arcades in Japan. We

Brutal set to hit SNES

bring you first shots...

MK2 a record breaker

NINTENDO TO FOLLOW SEGA'S ROAD TO 32-BIT SUCCESS

We all know about Nintendo's 64-bit plans, but we bet you didn't know about what the Big Nin's got in store for the SNES...

Despite much posturing and defending its apparent decision to make the Ultra 64 a cartridge-based machine, we can now tell you that it won't be. Sources close to Nintendo Japan claim that the Ultra 64 will be CD-based, but that isn't the end for cartridges or the SNES for that matter. The Japanese giant is allegedly planning a 32-bit upgrade cartridge for the Super Nintendo, very much along the lines of Sega's 32-X. Unlike the 32-X it's likely to have just one processor, but thanks to custom architecture it will be at least as powerful. If this happens it will really throw the cat among the pigeons with Sega still attempting to have the 32-X ready for Christmas, and no confirmed UK launch yet for the Saturn.

Meanwhile, Nintendo's VR-32 battery-powered virtual reality console looks as though it could be released here after all. If it does appear it should be around Easter '95, although details are so scarce, we wouldn't pin our hopes on it. Apparently it'll no longer come with a head set, instead it might use goggles with the images appearing on the lenses. We hear that there's a lot of enthusiasm for the project from Nintendo's third party developers in Japan. More information on VR32 in our January issue after the machine's unveiled at the Tokyo Toy Show in November.

FRITZ YOUR BRAIN

Fancy exercising your brain as much as your fingers? Well Fritz Chess on PC will do just that. Before you think to yourself 'oh no, not chess' and turn to another story, believe us when we say this is something very different. First off, it's beaten Kasparov and, secondly, it features a huge database of key matches from the last 200 years. Released by Playtime, it's in the shops now.

MORTAL SELL OUT

Sceptics may argue that Acclaim's complete sell-out of Mortal Kombat II is evidence that people are fed up with Street Fighter games. In its first week alone, MK2 pulled in over £30 million in sales – a world record. Its nearest rival, Jungle Book, only managed to sell one copy for every seven sales of MK2 in that same week. Question is: can MK2 hold out until Christmas?

BUREAU 13

Here's some funky shots from a game coming at you from Gametek. We're not going to tell you anything about it yet because it's all hush-hush, but if you've got a PC with CD drive – get excited!

VIRTUA FIGHTER — THE SEQUEL

If looks could kill, Sega's latest game would be banged up for life. CVG gets a first look at the follow-up to Virtua Fighter...

Sega's Virtua Fighter hasn't had the success over here that it has enjoyed in Japan. Undeterred, Sega is bringing you the sequel. Virtua Fighter 2 has been designed with the Model 2 board as used in Daytona USA (a CVG 'Gold' winner at 96%). As a result the game can now handle texture mapped polygons, and at a greater speed. As you can see from our exclusive shots it's all looking stunning, and that extends to the detail in the backgrounds where there are more layers of parallax. More importantly, all the characters' moves have been updated to provide real playability – so it's no longer a case of the winner being the person who can tap the keys the quickest.

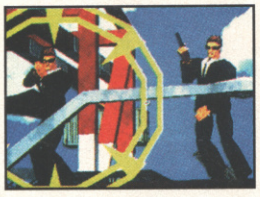
The original cast has been added to and there are two new characters including Shun, who is rumoured to be Akira's dad. Although you're unlikely to see Virtua 2 in the arcades before Christmas, we might just have a full review for you in our next issue. Stay tuned.

SEGA'S AM2 COPS OUT

Armed with a fully loaded Model 2 board Sega target the trigger happy among you.

Virtua Cop is Sega's answer to Lethal Enforcers, and Sega being Sega it's no surprise to see the company's texture-mapped polygons stamped all over the game, especially when you take into account the specs for the Model 2 board it uses and its potential for great coin-ops.

Take the plastic gun into your hand and you and a friend can become Rage and Smarty, two detectives from Virtua City out to terminate a firearms syndicate. As with Lethal Enforcers, guns are reloaded by firing off-screen, but what's new is that the graphics zoom in and out, alerting you to the nearest baddie. A novel lock-on-sight feature also means that your sights automatically target not the nearest, but most dangerous of your enemies. Virtua Cops should be making an appearance in the arcades about now, and will probably blow you away graphically. All that remains to see is how it plays. Saturn version likely? Watch this space.



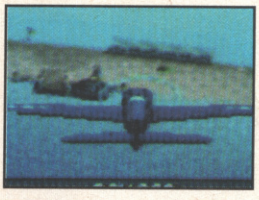
BACK IN THE DARK

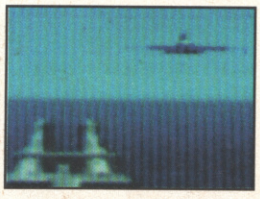
Infogrames is at it again. Yep, it's Alone in the Dark 3, and this one seems even better than the second (awarded 94% by us). The graphics are more detailed and faster, unfortunately though the game will be CD-ROM-only to start with. The third instalment is set out in Cowboys and Indians territory with the usual exploration and fighting scenario. At one point in the proceedings you turn into a cougar and have to fight the other zombies who have also been transformed in to animals. Strange but true, and available in January.

ROBOTS RISE AGAIN

As if there weren't enough versions of the spectacular Rise Of The Robots already, Mirage is planning a CD-ROM special edition for release in November. It contains the game as it is, plus a second CD loaded with pre-production images, work-in-progress graphics and loads of FMV footage which didn't make it into the finished game. Also included with this version is a novel written by the ex-editor of our sister mag The One For Amiga Games, Ciaran Brennan. All that, and it's only a tenner more.

AIRBORNE BRUTALITY



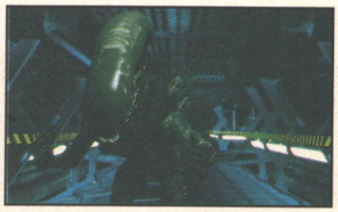


It's cartoon combat and carrier chaos this Christmas at Gametek. The company has got the rather tasty looking SNES version of its parent-friendly and rather playable beat-'em-up Brutal on the way. Also in the pipeline is the smart-looking Mode 7 air combat sim, Carrier Aces. It's a split screen head-to-head shoot-em-up where you take each other, or the computer, on in dogfights, aircraft carrier attacks, and defending against your mate's in-coming strike from the gunner's turret on the boat. It certainly looks novel. More info next month.

THEY'RE BACK...

Feast your eyes on these shots. They're not from any intro, this is Acclaim's Alien Trilogy on Saturn and it's like nothing you've ever seen before. A 32-X version is also planned, but wherever it show's up, it's odds-on to have people reaching into their wallets to buy the machine it's running on.

Featuring full-rendered sprites for both the heroes and the acid-blooded aliens and Facehuggers, Alien Trilogy is a shoot-'em-up viewed through the first-person perspective with the player blasting away at the on-coming extra-terrestrials as they search for cocooned survivors. Acclaim's aim has been to make Trilogy as realistic as possible, and as the action progresses scenes recreated from the three films are interspersed with the action as links — thus, expect cameo appearances from the APC vehicle and the queen alien. The basic aim of the game is to pick your way to the egg chamber, destroy the Queen and her minions and get out before the place explodes. Just don't expect them to give up without a fight: 'Game over man, game over...'



RE-ENTER THE DRAGON

It's been a staggering 11 years since Dragon's Lair made its coin-op debut, but there's still life in the old warhorse as Elite bring it to 3DO. Like most of the other home versions it's the product of Canadian company Readysoft, who've succeeded in making this the best looking version yet. If you fancy a bit of daring with Dirk, it should be in the softshops now.

SYNDICATE™

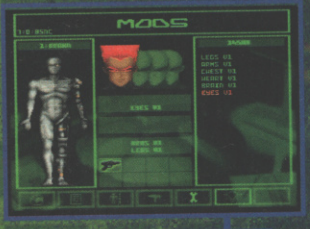
SUPER NINTENDO™ ENTERTAINMENT SYSTEM

JAGUAR

In the dark and forbidding cities of tomorrow, crime Syndicates compete for global domination. As a Syndicate executive it's your mission to expand the Syndicate's empire, arming cyborg agents to the teeth and bringing chaos to the city streets.....

- Battle for global domination in 50 missions

- Storm through futuristic living cities, and spreading destruction



- Tool up your agents with Uzis and shotguns
- Research and develop better weapons

- Modify your Cyborgs with extra powerful limbs
- Stunning action-sensitive music

FROM BULLFROG PRODUCTIONS LTD.

ocean®

OCEAN SOFTWARE LIMITED
2 CASTLE STREET . CASTLEFIELD
MANCHESTER M3 4LZ
TEL: 061 832 6633 . FAX: 061 834 0650

TEKNO SPECIAL

Nintendo Cruis'n On Ultra 64

Only CVG has the contacts to bring you the first news on the first Ultra 64 game. The Cruis'n USA coin-op is on test in some arcades now – and will be in your home next year.

Want to know how long it's going to be before you can play the first Ultra 64 game? Well how about the time it takes to get from your house to the Trocadero in London, where Funland has the first Ultra 64 coin-op, Cruis'n USA up and guzzling quids. The machine is based on the the Ultra 64 home technology and gives Nintendo the invaluable asset of being able to test games on the public before they've even got the machine launched.

This means you'll be able to familiarise yourself with the games (at their best) in the arcades and then be able to play exact copies on Nintendo's home console by the close of next year. With the coin-op machines coming from hardware giants Williams, the people responsible for Mortal 2 amongst other things, it could turn out that Ultra 64 has the most impressive portfolio of games of any debut machine.

Cruis'n USA is a game you're going to be hearing a lot about. The aim is to drive across the US in 14 stages from San Francisco to Washington DC in one of four vehicles. Using Midway's new UltraGrafX visual system, the game promises high-resolution images and stunning texture-mapped graphics which are scanned from actual film footage. Each race is against the clock with nine other racers out to be first across the finishing line. Like Virtua Racing it'll have three viewpoints, but you'll also be able to start on any stage, although you'll have to complete the full course to win the race.

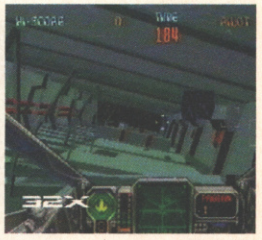
If you can't face the seething crowds that will no doubt swamp the machine, stick with CVG as we'll be bringing you an exclusive Cruis'n USA review next issue.

32-X Virtua Games Ready To Debut

As if 32-X Doom (see page 39) wasn't enough, Sega is also putting the finishing touches to their two eagerly awaited Virtua games. So feast you eyes on the latest shots of the 32-X games you could be playing this Christmas.

Virtua Racing Deluxe

As you can see this is a quantum leap over Mega Drive Virtua Racing, not only in graphics but in terms speed. The smooth transitions between views and the pace of the action are easily up to coin-op standard – plus you get the two new vehicles. Our money's on this game being the biggest selling of the first 32-X titles.



Star Wars Arcade

It's the biggest name game to hit the 32-X and we're promised more levels than the coin-op original. You won't believe your eyes when you see it running. The 32-X shifts the polygon graphics at high speed without so much as a flicker. Outstanding.

Domark PlayS things up

Already on the 16-bit trail, veteran softco Domark makes some 32-bit plans...

Domark is currently going through renaissance at the moment with a collection of astounding games coming up. The firm's development team, The Kremlin has just received its Sony PlayStation development kit. Scheduled for release in late 1995 is 'Frozen State' (pictured), which will combine cartoon graphics with rendered images, creating a game that's similar in effect to the movie Who Framed Roger Rabbit. Also in development for the PlayStation is a racing sim where the participants are insects and have insectoid driving machines; the early rendered images are looking stunning. Domark has no news on its plans for the Saturn, but as soon as we hear of anything we'll let you know.

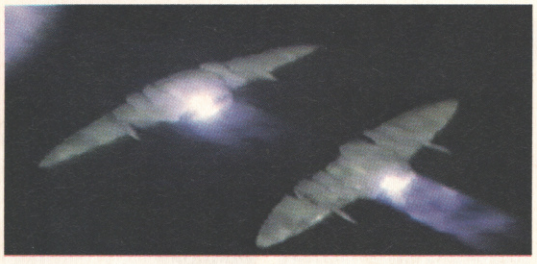
PlayStation Virtua Fighter beater on way

Unashamedly looking like Virtua Fighters, this PlayStation beat-'em-up could have 'em bleeding in the aisles...

Currently in development for Sony's PlayStation is this yummy looking beat-'em-up which looks rather shamelessly like Sega's Virtua Fighter. Using a similar concept as the Sega coin-op, two players battle it out in a square arena trying to knock each other out or kill their opponent on the spot. There'll be eight characters to choose from and lots of smooth camera panning, but the only real difference between this and Virtua Fighter is that the contestants here have weapons. Given the combatants' arsenal, this game could turn out to involve lots of gore, but there's none at this stage.

It'll be interesting to see how well the PlayStation handles this sort of game when it's released mid next year by Takara. Watch this space.

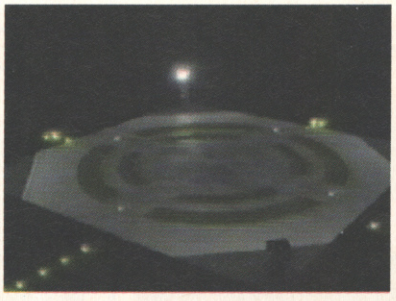
TEKNO SPECIAL



Into The Next Millennium

The latest British software company to jump on the PlayStation development train is Millennium, who is branching out big time from its Amiga roots. One to watch is Incoming, a delicious looking space game featuring music from Jesus Jones frontman Mike Edwards. It's out towards the middle of next year.

Incoming has recently been signed up by a large Japanese firm for a six figure sum and as you'll see from these early screenshots it's looking like money well spent.

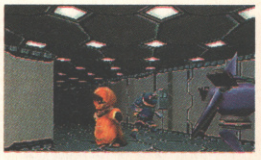


UK Release Date Set For PlayStation

As the PlayStation's Japanese launch grows nearer, it looks as though we finally know when us Brits can get our hands on it...

The Japanese launch of the PlayStation is now scheduled for November 30 this year, while the European launch has been set for September 1 '95. We estiamte the UK price to be between £300-£400.

Also, sources tell us that the mighty Ridge Racer will be bundled with the PlayStation. Namco refuses to confirm this, but we should have a mega preview for you very soon. Elsewhere, we've sneaked a glimpse of a couple of new games: Crime Crackers is an RPG played in first-person perspective and is set in a futuristic space station invaded by monk-like creatures. Also, we've sneaked a peep at Philosoma, which is a fabulous-looking hi-res shoot-'em-up played through external and internal cockpit views.



And don't forget there's more great new machine previews and reviews on the following pages in this issue:

30 Samurai Shodown • 3DO
30 Off World Interceptor • 3DO
34 Doom Special Edition • Jaguar
37 Doom • 32-X
40 Burn Cycle • CD-i
44 Alien vs Predator • Jaguar
64 FIFA International Soccer • 3DO
74 Way Of The Warrior • 3DO

As if that wasn't enough, don't forget to get stuck into your copy of Tekno – the world's first magazine dedicated to the new breed of consoles. Free only with CVG.

Ultra 64 To Power Mortal Kombat 3!

MIDWAY, the makers of the Mortal coin-ops has teamed up with Nintendo exclusively for the creation of Mortal Kombat 3. No news yet on what the game will feature, but the good news is that the MK3 coin-op will be using the Ultra 64 technology – so it'll be on the 64-bit home console first! The team responsible for Mortal 2 should be working on the follow-up, which will feature all new characters and moves.

CD-i to eye

Philips is keen to follow up on the success of Burn:Cycle with a gathering of even more impressive games. The next ones to watch for will be Lost Eden and Creature Shock, as we reveal in these new pics. With both titles scheduled for PC-CD, 3DO, CD32 and possibly PlayStation formats, the CD-i version is likely to be one of the most visually impressive thanks to the Digital Video add-on. Both games will be released early next year for CD-i.

OOPS! In last month's Tekno supplement we quoted the price of Philips' CDi-450 as being £199. It'll actually cost £299 and is available NOW and not in December. Sorry!

pads for Professionals

LETS GET TO WORK

Super Advantage
(SNES)

8 direction oversize control stick. Extra long cord. Variable speed slow motion. Six super response fire buttons. Turbo speed adjustable fire. Hands-free auto turbo.

Fighter Stick SN
(SNES)

Independent turbo control. Adjustable turbo speed. 8 direction oversize control stick. Six action buttons. Slow motion control. Hands-free auto turbo.

Fighter Stick MD-6
(Sega Megadrive/ Mega CD)

Adjustable turbo speed. Mode control button. 8 direction oversize control stick. Independent turbo control. Six button action. Hands-free auto turbo.

Ascii Pad MD-6
(Sega Megadrive/ Mega CD)

Hands-free auto turbo. Slow motion feature. Special ergonomic design. Independent turbo control. Mode feature.

Ascii Pad SN
(SNES)

Hands-free auto turbo. Slow motion feature. Independent turbo control.

WITH CREDIT TO POLYGRAM

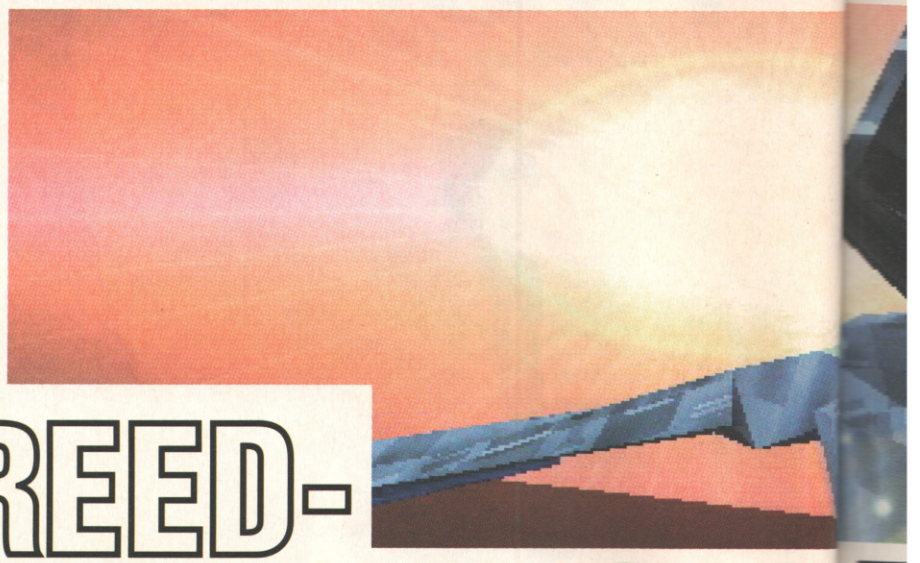
ASCIIWARE®

DISTRIBUTED BY INFOGRAMES LTD. 14 SMEDLEY STREET, LONDON SW4 6PF

INFOGRAMES

WORK IN PROGRESS

■ PC/PC CD/AMIGA/CD32
■ Shoot-'em-up ■ Team 17
■ PC£29.99 PC-CD£34.99
AMIGA£19.99 PC£29.99
■ Out November
■ No other versions planned
■ No other versions available



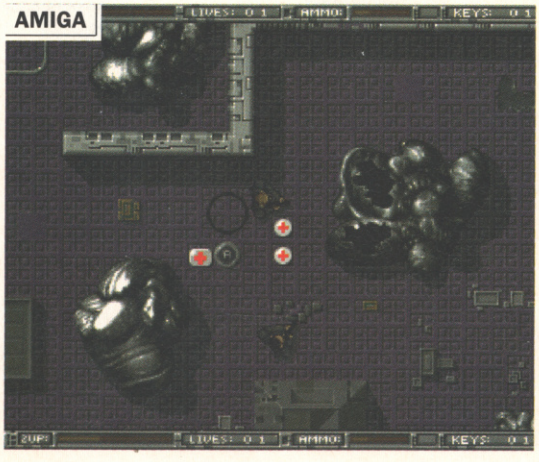
Climb into some acid proof undies 'cos those nasty aliens are back in town once again...

ALIEN BREED-TOWER ASS

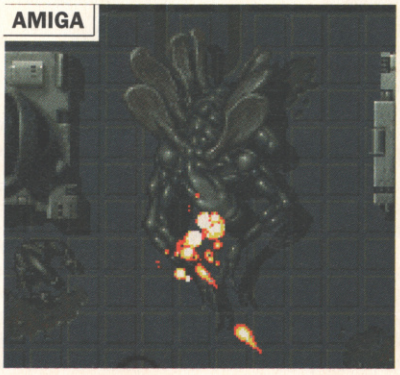
A number of new features have been incorporated into this – the third of the Alien Breed series. For a start there will be multiple exit points, which should eliminate the rather linear style of the original games. A nifty retreat feature is also included. This means that when playing a one-player game with nobody else to cover them players can retreat and fire at the same time. There are also some rather pant filling levels set in the dark with the aliens' beady eyes providing the only light source.

CD owners are in for a special treat because, apart from heaps of rendered graphics and digitised speech, sound FX and music, these versions of Tower Assault will also include the entire Alien Breed 2 game free of charge.

AMIGA

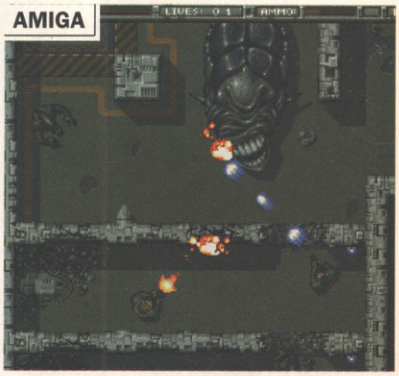


AMIGA



▲ *It might look big, but this is just one of the smaller baddie bosses that are stumbled upon during the game.*

AMIGA



▲ *There are weapons galore available once enough credit has been amassed. This homing weapon is particularly useful.*

AMIGA

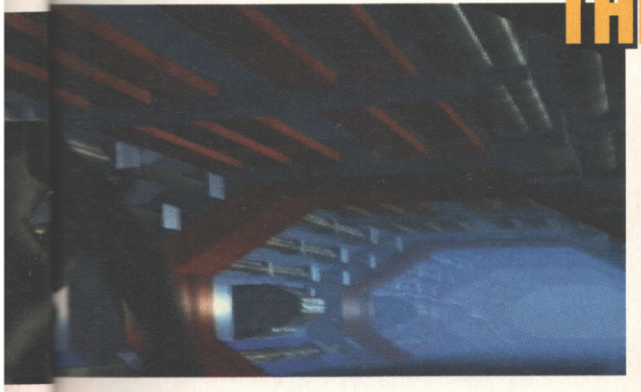
▲ Expect lots of lovely sound effects and ditties from top tunesmith Allister Brimble.

REAR END

The 3D animated cut scenes and the end sequence were rendered on Raptor Plus Renderfarm, while the realistic intro was animated using live action sequences and an animatronic three foot alien model.

SAULT

THE BITCHES ARE BACK

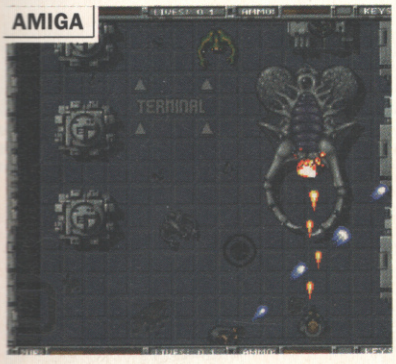


PC

AMIGA

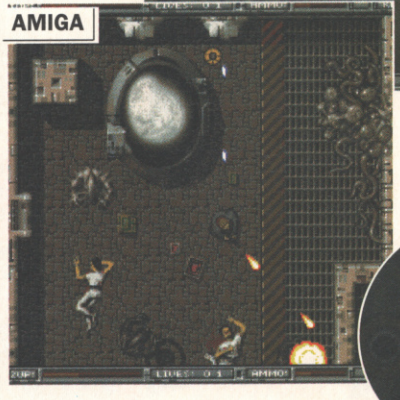
▲ The player sprites have been made far more detailed than those in the original Alien Breed and its sequel.

AMIGA

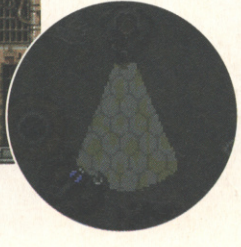


▲ Some of the decks have markings on them that point in the direction of the lifts. Quite handy, really – it's very easy to get lost in the sprawling levels.

AMIGA

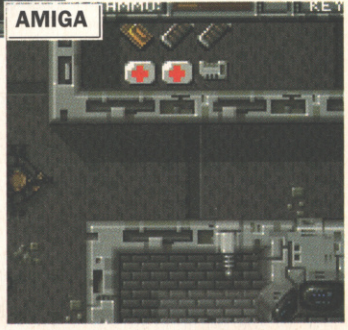


▲ Shock, horror! Is that a mashed-up body littering the deck?



▲ It's not just the rendered images that are breathtaking, the whole game is full of high quality graphics.

AMIGA

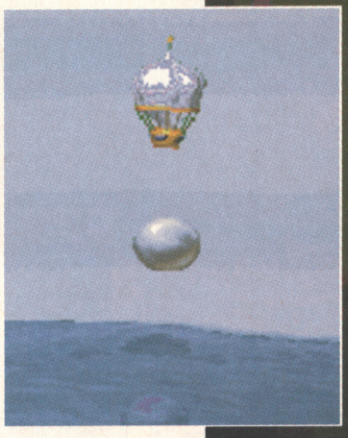


▲ Hunt down the medikits, you'll need them. This is going to be one seriously tough game.

WORK IN PROGRESS

PC

Shoot-'em-up ■ EA
£Unconfirmed ■ OUT December
No other versions available
No other versions planned



You see that shadow cast on the water by the hot air-balloon laying an egg? That shadow moves according to where the sun is that does.

Shazam Kobar! Size of an elephant! Forget that. If you're looking for in-depth gaming, we're looking at king-size woolly mammoths here!

MAGIC CARPET

Mana, Magic and Mayhem are the order of the day in Magic Carpet, as you climb aboard your high-quality rug and blast the bejesus out of just about everything in sight in your quest for territorial domination.

While you're shooting, don't forget to collect some Mana, a residue left by dead beings, found floating in mid-air in the form of golden balls. Once collected, Mana-power can be transported back to your home base and used to boost your standing in the community.

Mana also means spells, and there's a hoojah array of these death-inflictors and life-savers to choose from: Fireballs cast flaming spheres across the horizon; Rebounds chuck back at the opponent what they've just blasted at you (cheeky!), and Volcano, funnily enough, raises up volcanoes which last for the duration of the level and can go off at any moment causing huge amounts of damage. Put this together with the likes of Meteor, Possession, Steal Mana, Summon Fire, Beyond Sight, Lightning, Speed-Up, Rubber Band Stun, Cloud of Darkness and Raise Undead — to name but a few — and you'll see that Bullfrog has gone all out for an imaginative approach to death.

A fantasy game like Magic Carpet wouldn't be the same without monsters though, and Bullfrog hasn't let us down in this department either; skillful 3D Studio rendering has created some weird and outrageous beasties like gryphons, krakens and loads of other sea monsters for you to have a go at. Slap this all together with gorgeous Gouraud shading, 3D texture mapping and some freak weather conditions for good measure and Magic Carpet looks a surefire winner. Is it? Catch the full, definitive Computer And Video Games review soon and find out.

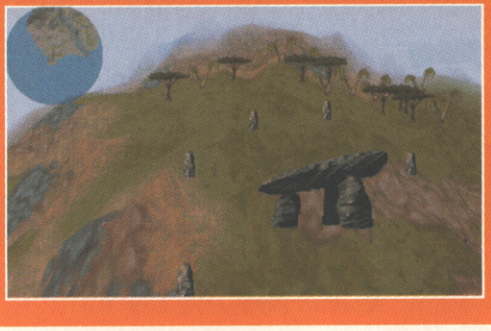
Monkey-faced guards hover, ever-hoping that they can shoot you down.

SEA AND FIRE

One spell you can nab is Volcano which allows you to plant a live volcano anywhere you like. It lasts all through the level and can go off at any time

WORLDS APART

The art department spent months using texture-mapping techniques to produce some stunning graphics like the Jungle-esque and the Stone Henge-type scenes below.



Giant killer bees are just one form of fearsome foe you'll encounter on your be-rugged quest. And there's no point cowering in that light-house — you can run but you can't hide.

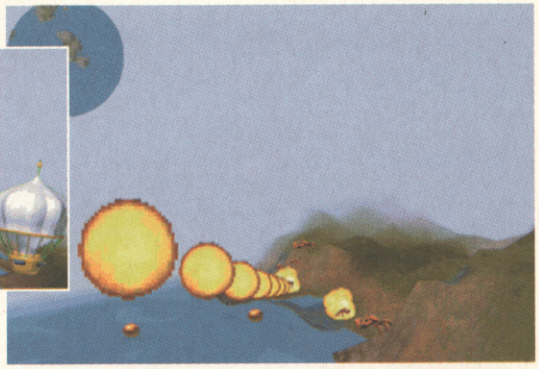
▲ *Kaboom! Don't fret if someone chucks this sort of thing at you — slap on the Rebound spell and bounce it back.*

▲ *This shot may show the mythical city in its early stages but the intricate detail of the backgrounds is already in evidence.*

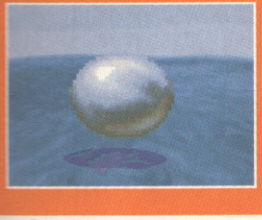
▲ *"Wibble, splok, shazmahal." "Oh shut up Fred, you're drunk again!"*

▲ *Two beings ride towards across the lonesome plains of this strange world.*

▲ *Quite why a global planet which looks suspiciously like the Earth is hovering in space we're not sure. Looks good though doesn't it?*



▲ *Our hero jettisons devastating flaming spheres across the skies from his stock of Fireball spells.*

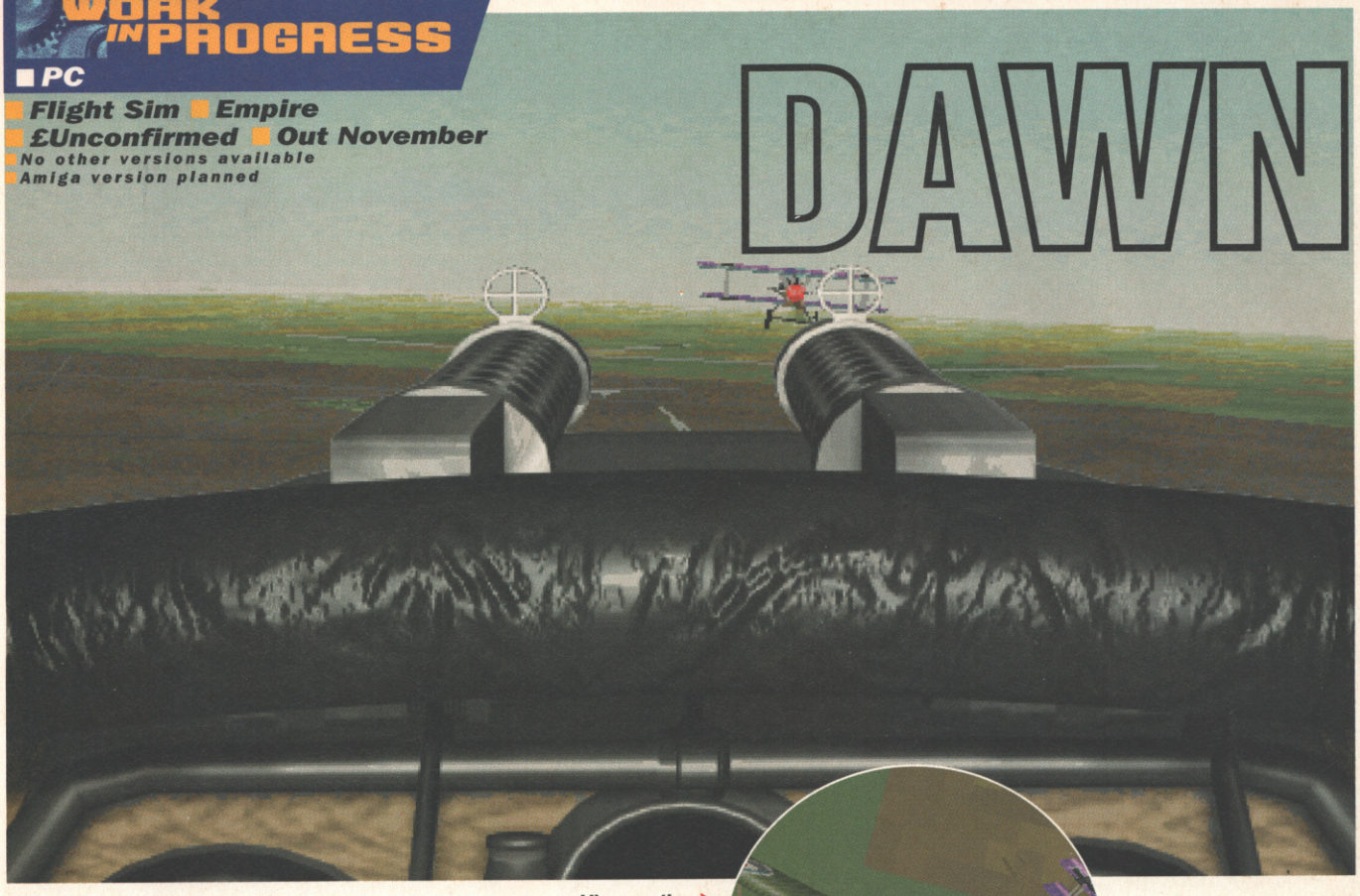


WORK IN PROGRESS

■ PC

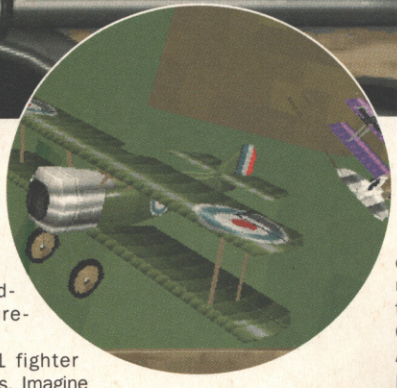
■ Flight Sim ■ Empire
■ £Unconfirmed ■ Out November
■ No other versions available
■ Amiga version planned

DAWN



After the World War Two antics of Overlord, Rowan Software now turns its hand to flying crates to produce Empire's Dawn Patrol...

Are you fed up with jets and spitfires? Would you like a touch more intimacy and personality in your air combat? Well, with the imminent release of Dawn Patrol from Empire Software, you can relive all the thrills of World War air combat in all its fully Gouraud-shaded, texture-mapped glory.



Like any other modern flight sim, Dawn Patrol has a wealth of external views and fixed and floating camera angles.

Being a WW1 fighter ace was glamorous. Imagine the exhilaration of nose-to-tail dogfighting above the muddy, lice-filled trenches of France; the chatter of the machine-guns, the wind in your hair... ah the romance of it all. Er, forget the bit about the three week life expectancy and the fact that the planes were little more than sheds powered by lawnmower engines, this was the dawn of air combat. This is as close as it gets.

Like the forthcoming Wings of Glory from Origin, Dawn Patrol lets you take to the skies in a wide variety of flimsy World War One aircraft. Like its previous game, Overlord, Rowan Software has developed a beautiful, exciting game and Dawn Patrol can be played in either bog-standard VGA mode (quite nice) or high-resolution, 640x480 SVGA mode (blows your socks off).

Add to this a very detailed flight model, historically correct pilots, real campaigns, over 90 individual missions and a facility that lets you fly for the Germans as well as the Allies, and what Dawn Patrol promises to deliver is something very special indeed. Origin eat your heart out.

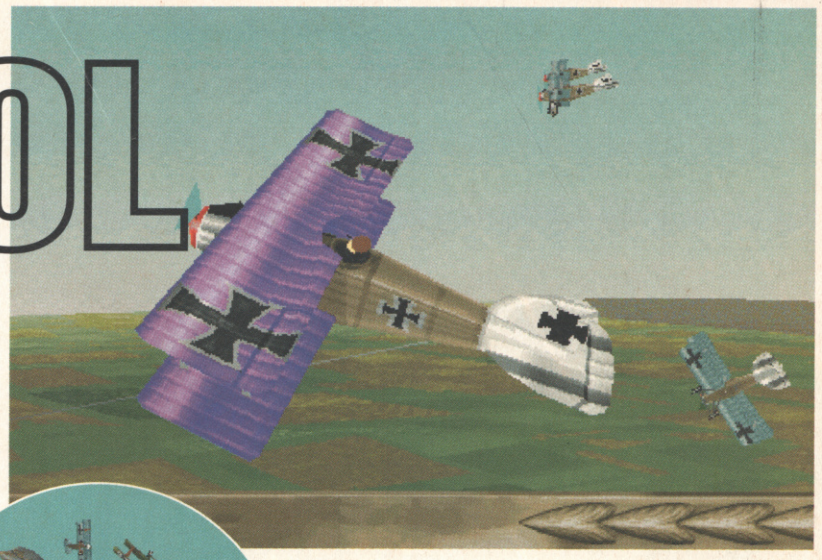
▲ *The detail of the planes is simply stunning. If you look at your wingmen you can even see the pilots sitting in the cockpit.*

▲ *Shoot your enemies down in spectacular Gouraud-shaded, texture-mapped style...*

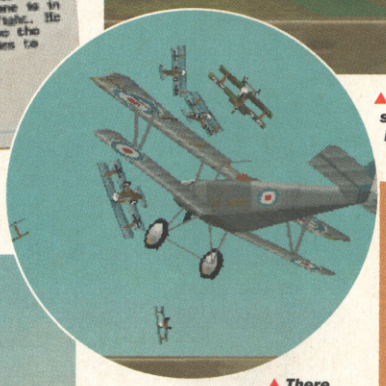
● GAME BY ROWAN SOFTWARE ● CONTACT EMPIRE (081-343 7337) FOR INFORMATION

PATROL

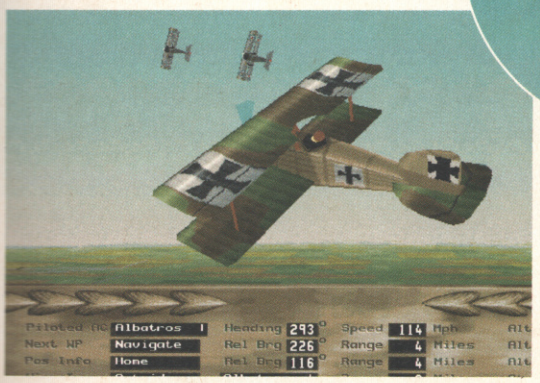
▲ *Dawn Patrol takes the form of a book which details all the great pilots and individual, historically correct battles.*



▲ *Did German aircraft really have purple wings? Wouldn't they stand out like a sore thumb? Even if you're not too hot at history, if you see a purple smudge in the distance, you'd better shoot it down. The British planes were pink, I suppose?*



▲ *There are 20 different aircraft to fly in Dawn Patrol, each of which has its own particular flying characteristics and handling problems.*



◀ *Dawn Patrol features a stunning SVGA option, but it's just as playable and equally as pretty in the ordinary VGA mode.*

LORDY LORDY...

Developers Rowan Software has created a very flexible flight engine which was used to great effect in its previous game, Overlord. Overlord followed the exploits of a World War Two pilot in the Battle of Britain, a desperate conflict that has you strafing bridges, rail yards and radar stations to prepare the way for the Allied invasion of Normandy. Fail to deplete the Luftwaffe and knock out key radar installations and the invasion will be put off. And it will be all your fault.

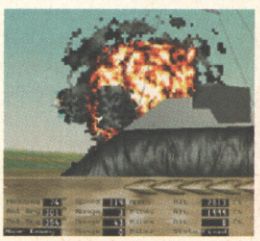
Although the cockpit view is very pretty, it's much easier to sight the enemy using the Dawn Patrol external views.

Rowan's fast 3D polygon technology allows a huge number of aircraft to be on screen at once and dogfighting can get really frantic. ▶

◀ *Unlike modern flight sims, World War One combat allows you to fly right up to the tail of your enemy. Imagine this in 640x480 SVGA graphics...*

Dawn Patrol is beautifully presented and like Overlord, great care has been taken to make the mission briefings look as good as possible. ◀

World War One dogfighting was slow but very violent. If you catch your enemy just right, their fragile plane will explode and shatter. ▶

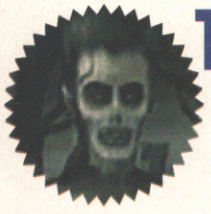


●OVERLORD TOPPED THE PC CHARTS AND IF DAWN PATROL IS ANYTHING LIKE THIS WORLD WAR TWO SIM, EXPECT HIGH PRAISE AND HIGH MARKS RIGHT ACROSS THE BOARD...

WORK IN PROGRESS

■ PC CD-ROM
■ Adventure ■ Mindscape
■ £Unconfirmed ■ OUT December
■ No other versions planned
■ No other versions available

OK, we admit it, this confused the pants off us. Look, just shut up will you? Read the preview and wait for the review to explain it all...

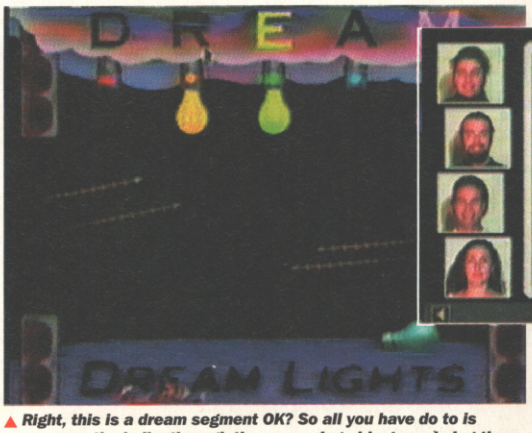


TOTAL DISTORTION

We like games like this. They stop people from using pathetic terminology like 'interactitainment', or whatever the buzz word of the moment is. It's almost impossible to classify, other than to say it's weird, and we wouldn't let any of the programmers marry our sisters. Oh yeah, they're American as well.

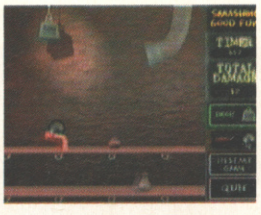
The aim of the game makes it sound like that nasty piece of work, Kriss Kross Make My Video on Mega-CD – but it couldn't be further from it. This is a heavy metal, corpse-dancing, food mixing, guitar twanging, utterly confusing piece of potential software landmark excellence. It's really tough describing exactly how the game works but, basically, it's a series of interconnected sub-levels linked by an adventure game bit. And it's these sub-stages that give the game its strangeness. One minute you're buying a guitar, the next you're cutting heads with a robotic guitar warrior in an axe battle to the death. It looks good, though.

During all this you've got to find time to flick on your video camera, get back to the editing studio, replay your work, splice in additional footage, add sound effects and captions, then choose a tune which sounds right to accompany it. We might lose our marbles in the process but we only hope we understand this better by the time we bring you the review. Excelsior, true believers!



▲ *Right, this is a dream segment OK? So all you have do to is manoeuvre the bulbs through the on-coming objects and plug them in to have sweet dreams about wrecks and bugs and rock 'n' roll.*

▲ *Well this bit is one of those match the face games where you swap various facial features to create one almighty hermaphrodite mutant while digitised comments blast from the speakers in stereo.*



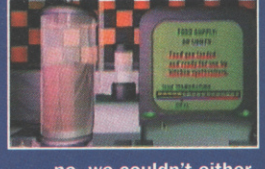
◀ *This is one of the straightforward bits of the game. Simply release giant ball bearings to smash the objects on the conveyor belts below. Cuddly toy anyone?*

◀ *Take a fish tank and a radio into the living room? Get rid of all your space-related piscine and transistor blues by buying fish-radio.*

COMMUNICATION

What's the connection between these video clips other than the fact they all come from the same game...

◀ *We couldn't quite work this bit out and here's why: this zombie rises from his grave, plays a few cool tunes and you have to hit various letters of the alphabet which make the zombies in the background change the way they dance. Help mummy, I don't understand.*



...no, we couldn't either.

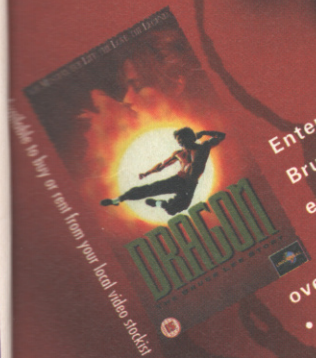
● GAME BY POP ROCKET ● CONTACT MINDSCAPE (0444 246333) FOR MORE INFORMATION

DRAGON

THE BRUCE LEE STORY

Enter the world of Dragon. A place where the martial arts legend Bruce Lee lived for 32 troublesome years. A place where you will encounter a multitude of the smartest and fiercest opponents ever seen in a beat-'em-up. At your disposal is a devastating array of over 35 different moves. You **WILL** need them...

- Contains three different fighting styles: Mantis, Fury and Nunchuku.
- Many secret special moves to discover.
- Using a Multi Tap™, three human opponents can fight to the finish.



Available to buy or rent from your local video store!

UNIVERSAL

SUPER NINTENDO ENTERTAINMENT SYSTEM™

SEGA GAME GEAR

SEGA Master System™

SEGA MEGA DRIVE

Virgin

Dragon: The Bruce Lee Story™ & © 1994 Universal City, Studios, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc. Game code. © 1994 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved. Virgin is a registered trademark of Virgin Enterprises Ltd. NINTENDO and NINTENDO ENTERTAINMENT SYSTEMS are trademarks of NINTENDO. Sega, Mega Drive, Game Gear and Master System are trademarks of Sega Enterprises Ltd. Virgin Interactive Entertainment (Europe) Ltd., 338A Ladbroke Grove, London W10 5AH

WORK IN PROGRESS

■ SNES ■ MEGA DRIVE

POWERDRIVE

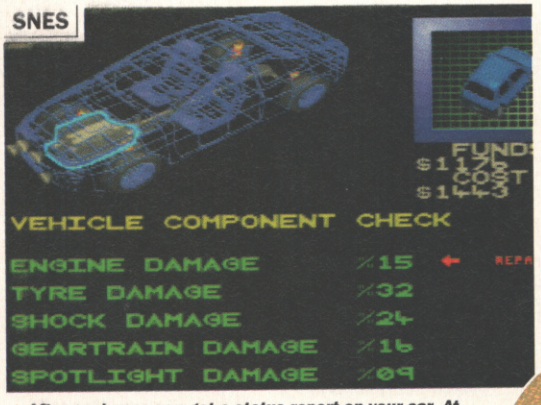
■ Racing ■ US Gold
■ SNES/MD £Unconfirmed
■ Out November
■ No other versions available
■ PC and Amiga versions planned

Drive as fast as you like, with no traffic lights, police or waiting for old people to cross the road in US Gold's newie.

Donkey Kong Country isn't the only new console game to take advantage of state-of-the-art rendered graphics. Powerdrive, from Rage, also relies on them – not to deliver something as trivial as cute jungle animals, but to supply realistic rallying action, with cars that look real and scenery that looks like it will write your car off if you hit it. Like the real thing, the aim is to win races to earn money, to improve your car, to win more races etc. If you manage your finances cautiously you'll end up with enough spend to upgrade to one of six bigger, faster and more durable cars.

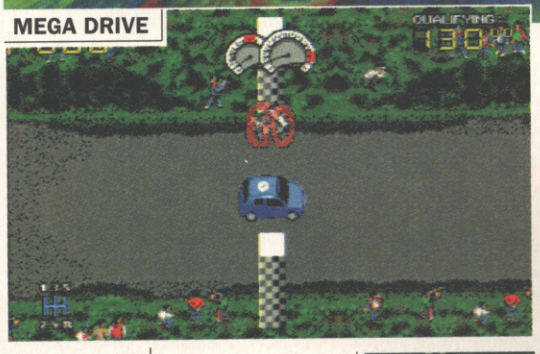
Speed isn't everything, though. A good driver needs to be able to master emergency stops, reverse turns and negotiate hairpin bends whilst driving in the rain. Just be warned that the handling of these cars will take a LOT of getting used to, especially under the varying weather conditions and treacherous terrains you'll encounter. Bash the bodywork around too much and you might just end up on a night course with no headlights! It's not because Rage are trying to make things tough, just realistic.

SNES



▲ *After each race you get a status report on your car. At this point you can allocate your funds to repairs – or just leave them and buy upgrades.*

MEGA DRIVE



◀ *You'll need to make it to each checkpoint in the allocated time. As the race progresses the time gets tighter.*

MEGA DRIVE

▲ *Here you need to reverse into the booth. Touch the barriers as shown here and penalty points will be yours.*

SNES

For novice drivers there are plenty of practice circuits which cover all aspects of the game. But no other learners to cut up or swear at. ▶

◀ *These are the top cars you need to work your way up to. They're durable, fast and handle well. Perfect for the learner driver.*

SNES

MEGA DRIVE

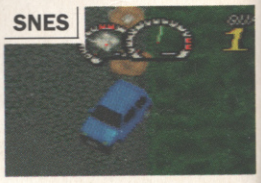
▲ *If you don't earn sufficient cash you'll have to race against a bigger opponent car. Quite unfair really.*

Follow the arrows to get around each track as quickly as possible. It's easy to miss them mind you. ▶

SNES

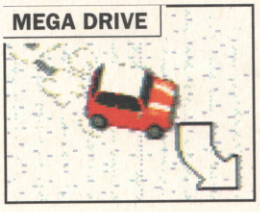
▲ *Driving in different weather conditions is demanding. A few runs on a practice track will make all the difference.*

SNES

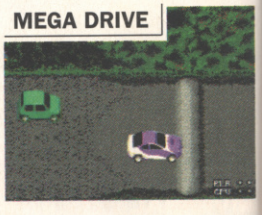


▲ *Sadly you can't run over the spectators – so don't waste time trying.*

MEGA DRIVE



MEGA DRIVE



● GAME BY RAGE ● CONTACT US GOLD (021-606 1800) FOR INFORMATION ● CART SIZE: 8MEGS

WORK IN PROGRESS

■ MEGA DRIVE ■ SNES

■ Platform ■ Acclaim

■ £TBA ■ OUT December

■ No other versions available

■ No other versions planned

WOLVERINE

Stand back Spiderman and back off Batman, the hardest superhero of them all is about to debut on console.

SNES

▲ Not just a dab hand with his claws Wolvie is also adept at martial arts.

Way before the Nineties trend of showing the darker side of superheroes, one character was slashing his way through villains, chasing after women and suffering the kind of personal angst that would make us mere homosapiens spend a year in bed rather than put on a spandex costume and fight crime – and that's Wolverine. Naturally that made him utterly cool, sold millions of X-men comics for Marvel and had kids running around playgrounds worldwide going 'snikt' and pretending to stab each other in the head. With this kind of rep, it really is a wonder that this game has been such a long time in coming.

Acclaim has opted for a platform game format here, but mixed it up with plenty of puzzles to solve and and more than liberal amounts of punch ups. In both versions, which don't vary that differently, Wolv-erine is very capable of giving a lot better than he gets, with an armoury of wicked punches, kicks and claw slashes, most of which would get him into any para regiment without having to fill the forms in first.

As for how well the game will do, well it's got the formidable Wolverine in it, innit? He's capable of doing for games what Arnie does for movies. Except for the 'spectacular' Last Action Hero that is. Oh dear, let's not go down that route, eh?

MEGA DRIVE

▲ They say that brawn is nothing without brains. It's probably true, seeing as brains is getting hit by brawn here, providing us with a rather nice screenshot.

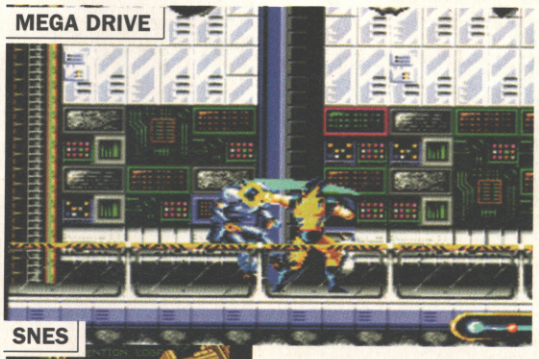
SNES

▲ Obviously Wolverine's claws are his main weapon, but he has a few other tricks up his sleeve.

D'YOU SPILL MY SHANDY?

What separates Wolverine from other comic characters is a violent streak a light year wide. Rather than take the time out to procrastinate in front of a villain, he'll just dive in, claws first, get the job done and get out. There's no poncing around with mind powers of laser beam vision, all his powers are purely physical – from his indestructible bones to foot-long claws. It's that abnormally aggressive edge which sets him aside from the usual hot-pants wearing Marvel and DC heroes.

MEGA DRIVE

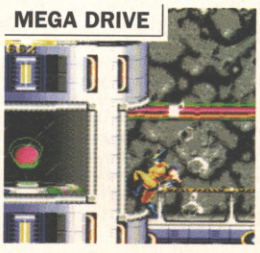


SNES

▲ To keep the genuine comic book fans happy, there's plenty of stills and animations keeping the plot up to date and giving the gamesplayers a chance to rest before a bad dose of joypad thumb sets in.

▲ Wolverine's most lethal move in the Mega Drive version is this rather dangerous-looking back-slash.

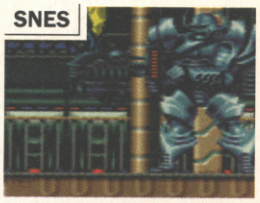
MEGA DRIVE



SNES

▲ After literally an hour's exhaustive research, Wolverine finally perfected his pirouetting half-axe windpipe slash.

SNES



▲ Bosses reside at the end of each level and have specific weak points that you've got to attack.

◀ The Mega Drive version features plenty of vandalism as Wolverine trashes enemy installations.

WORK IN PROGRESS

■ AMIGA

■ Platform ■ Virgin

■ £UNCONFIRMED

■ SNES/NES/GB/MD/MS/GG versions available

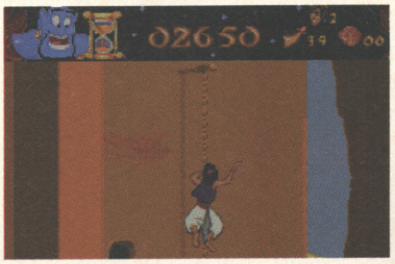
■ No other versions planned

ALADDIN

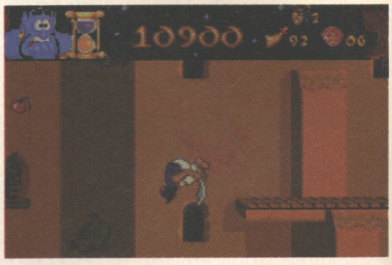
Obviously slowed down by his baggy pantaloons, Aladdin gets ready to shine on the Amiga at last...

Remember Cool Spot and Global Gladiators? If so, then you'll have no trouble getting your brain around Aladdin, which will be based on a similar game engine. Aladdin is platform based and sees you battling it out over a number of levels until the final showdown with the despicable Jafar.

Thankfully, this version will be like the Mega Drive game, which means Aladdin can use a sword to dispatch the baddies with instead of the wimpy apples featured in the SNES version. The apples are still present however, but are collected to boost the player's score. Also watch out for jewels; which can be used to buy wishes or extra lives in the shop, and the end-of-level fruit machine, which can be played to get yet more lives and jewels.

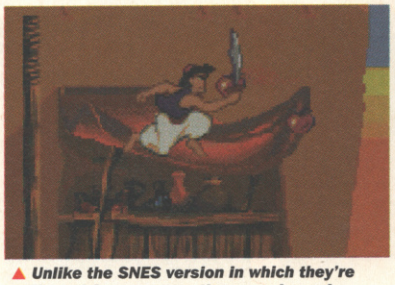


▲ As soon as the game's loaded, the Disney influence shines – great graphics and sound!

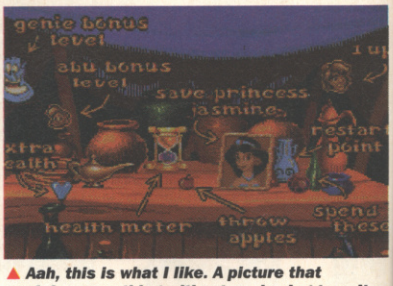


▲ Swing Aladdin round these poles to reach higher sections of the game.

▲ Ouch! Don't run Aladdin across the hot coals or his strength will soon vanish. Stand by them though, as the stupid guards will do anything to get to Aladdin including running across the coals and killing themselves in the process.



▲ Unlike the SNES version in which they're collected for weapons, these apples only increase the player's score.



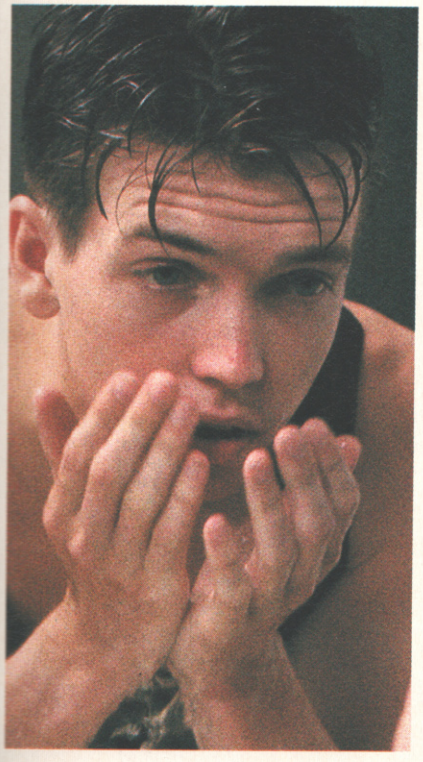
▲ Aah, this is what I like. A picture that explains everything without me having to write anything. Oops, I already have!

◀ Interacting with the background is a key feature of the game.

◀ Every so often the shopkeeper pops up. Exchange a varying number of jewels collected for either wishes or extra lives.

● ORIGINAL GAME BY DAVE PERRY ● CONTACT VIRGIN (081-969 2255) FOR INFORMATION

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

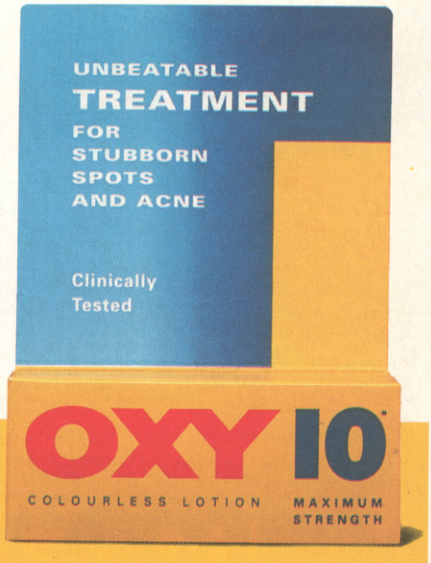
First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

WORK IN PROGRESS

■ MEGA DRIVE, SNES

■ Beat-'em-up ■ Acclaim

■ MD £Unconfirmed SNES £Unconfirmed

■ No other versions available

■ No other versions planned

In the cut-throat, often lardy world of wrestling, can Acclaim come up with the goods for the third time in a row?

MEGA DRIVE

▲ Team work is essential. Even if you haven't tagged your partner, he can still come in handy if an opponent wanders too close.

MEGA DRIVE

▲ Flatten the ref and you can't be counted out. It's worth knocking him out just for the fun of it, rather than for any practical reason.

WWF RAW

Think of wrestling and you instantly conjure up images of pink, middle-aged men forced into lycra body stockings and looking for all the world like they're about to keel over from a massive coronary. Of course you'd be partially right, but in between them, where there's room, and now in this game are a whole new breed of dynamic wrestling types, and not all of them are men...

Acclaim's latest bit of grappling action is based on the unedited WWF show Monday Raw. It's a really great program because you get to see them make mistakes and actually hurt each other, which opens many new possibilities to the game. The results so far are more moves, different tournaments and a tin bucket with which to hit people.

The addition of a (vaguely) female wrestler in the form of Luna Vachon seems strange, but she can match any of her opponents for speed and agility. She needs to. There are more moves in Raw than all the previous WWF games combined, plus hidden attacks and the all-import trademark finishing moves. Oh yeah, and there's the bucket which you can wrap around someone's head if they follow you out of the ring after chucking you out.

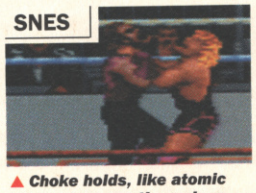
MEGA DRIVE

▲ As well as the survivor series which featured in the previous game, there's now an option that lets you take on two opponents at once, if you're suicidal.

MEGA DRIVE

▲ If your opponent's still got some energy when you pin them, their partner will climb into the ring stamp on your head.

SNES

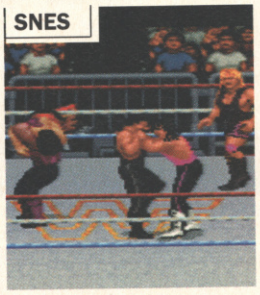


▲ Choke holds, like atomic drops, stun wrestlers when they're on their last legs, which lets you set them up for a finishing move.

SNES

▲ The lovely (ahem) Luna Vachon, for people who don't know, has half her head shaved and fake veins drawn on the bald bits. She walks in a style that resembles Quasimodo's, and has a voice which sounds like she's been sucking on exhaust pipes.

SNES



▲ There's nothing like a mass bundle, especially when there are so many other wrestlers in the ring that you get overlooked and can hide in a corner.

AH, BUT IT'S ONLY ACTING

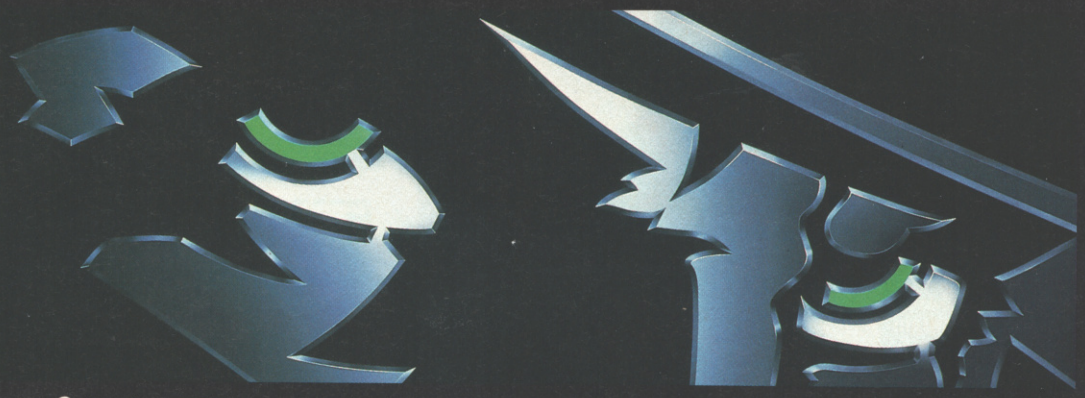
The real-life action may only be play acting, barring accidents, but the moves in the game look realistic enough. Just check out these:

■ An atomic drop is a sure way to daze an opponent and leave him singing castrato for the rest of the month.

■ Razor Ramon applies his patented Razor's edge throw – which results in the victim being almost drilled through the canvas.

■ Another classic from the World Of Sport days, the good old piledriver puts most out for the count.

● SNES BY LJN ● MD BY SCULPTURED SOFTWARE ● CONTACT ACCLAIM (071-344 5000) FOR INFORMATION



I'LL BE THERE, AROUND EVERY CORNER' IN EVERY ROOM AS INEVITABLE AS YOUR GUILTY CONSCIENCE

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA DRIVE

The Shadow

© 1994 UNIVERSAL CITY STUDIOS, INC.
"THE SHADOW" TM & © ADVANCE MAGAZINE PUBLISHERS, INC.
USED UNDER LICENSE. ALL RIGHT RESERVED.

ocean

OCEAN SOFTWARE LIMITED . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ
TELEPHONE: 061 832 6633 . FAX: 061 834 0650

Hundreds of top-selling games at ½ price.

(They won't take megabytes out of your dough.)

Whatever your system there are hundreds of top quality games to choose from in the Woolworths ½ price software sale.

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

WORK IN PROGRESS

■ SNES

■ Sports ■ GTE Interactive Media
■ £TBA ■ Out early '95
■ No other versions available
■ No other versions planned

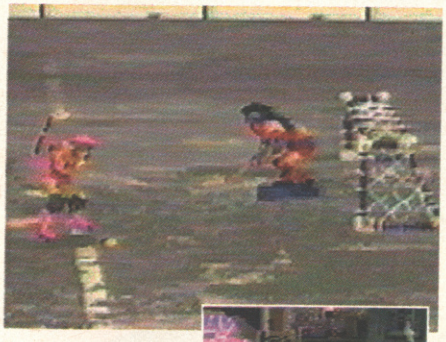
STREET HOCKEY '94

Remember the days of two-on-two footy against a garage door? Well here's the American equivalent...

Since in-line skates arrived kids all over the country have been gleefully spraining and breaking themselves in the pursuit of speed, and now GTE is about to introduce us to an even more dangerous variant – in-line hockey.

With just two players a side, no ref, almost no rules other than get the puck into your opponent's net, it's dangerous, painful stuff. To bring the action to life the characters are given a huge array of swipes, slices, leaps and skids made up from over 2,200 frames of digitised animation. Each player has their own set of strengths and weaknesses, which, combined with the different courts, should make for plenty of variety in the gameplay. They've also incorporated a two-player mode – which is an important feature in this kind of game.

▲ *Certain levels have extra features such as ramps and manholes which suddenly flip up, catapulting the surprised player right across the pitch.*



▲ *One thing's for certain about Street Hockey – it's fast. The end-to-end gameplay gives much bigger scores than you'd find in the real thing.*

▲ *As well as slapping the puck around, hockey sticks also double up as useful weapons – especially when cracked across the ankles of any player who's showing off too much.*

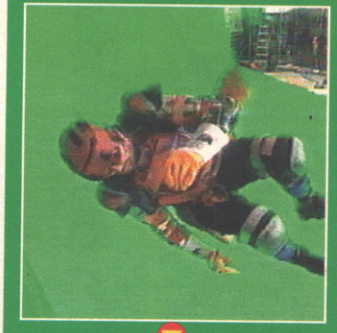
▲ *Apart from the sticks and puck, there's not much similarity between Street Hockey and the proper turf game, not until there's a goal anyway, at which point the players go ape.*

▲ *All's fair in love, war and Street Hockey, as this player demonstrates. Why use the stick when you can use your hands.*

LET'S SKATE

The player graphics in Street Hockey are made up from actual digitised footage, so each time your player takes a tumble you know that they've ended up with bruised elbows in real-life. Once the graphics have all been digitised and turned into sprite form, they can then be dropped into the game.

It's an almost identical technique to that which is used in movie production. The actors are filmed doing their thang against a green background. The footage is then transferred to computer, the number of frames cut down and a proper computer animation sequence created.



WORK IN PROGRESS

■ 3DO

SAMURAI SHODOWN

■ Beat-'em-up ■ Crystal Dynamics
■ £TBA ■ Out November
■ Neo-Geo and SNES versions available
■ No other versions planned

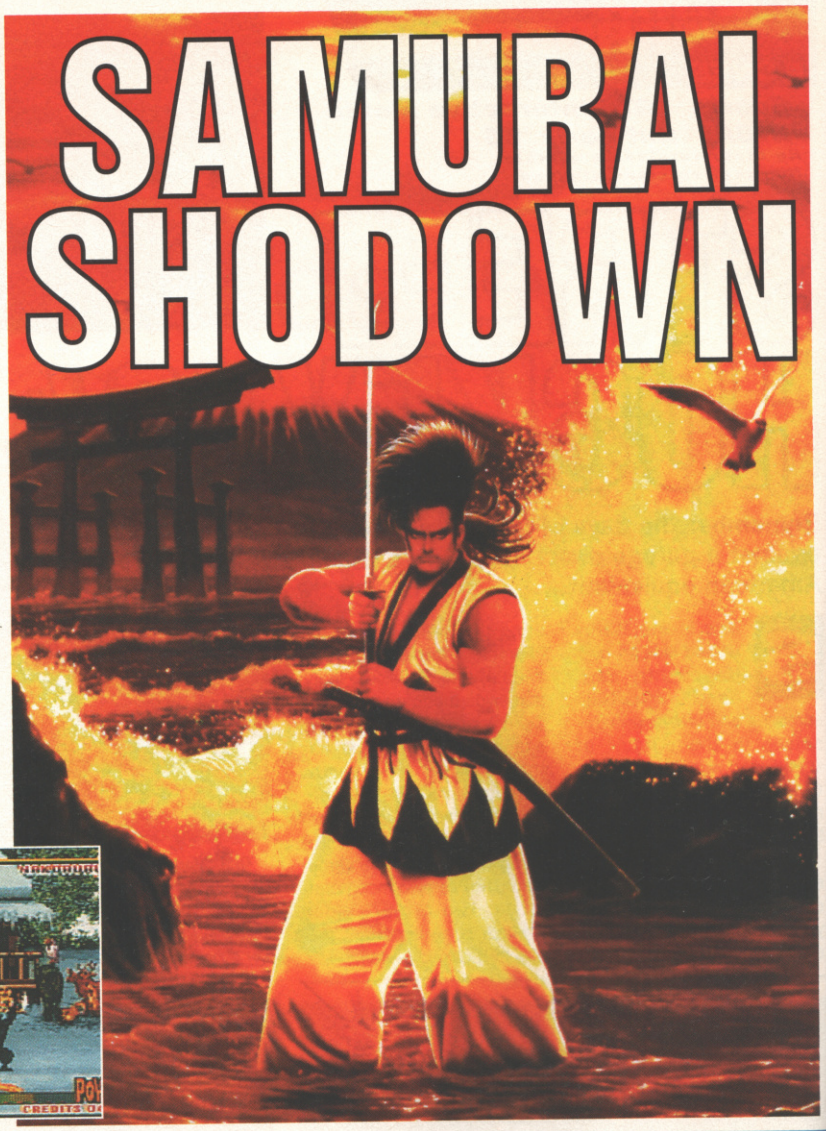
New to the UK, publishers and distributors BMG is about to fire off its salvo of 3DO releases – so expect an explosion of cheaper PAL games. CVG detonates two potential bombshells.

Want to see a beat-'em-up on your 3DO that is EXACTLY the same as its coin-op parent? Well, you can on this very page of CVG because Takara's Samurai Shodown is here.

Every other beat-'em-up that's appeared on the 3DO so far has borrowed ideas from Mortal Kombat, with digitised characters and lots of gore: Way of The Warrior – page 74 – and Shadow in particular.

Samurai Shodown is different to the latter games because it's based around 'normal' graphics – Street Fighter style – and emanates from the Neo-Geo game of the same name. The quality of animation and scope of moves have been retained – plus it's superfast. Your task is to wipe out 12 sword-wielding characters one by one: attack with skill to snatch a weapon out of your opponent's hands and then give them a right slicing and dicing; go in close and the perspective will shift with you. Naturally, special moves abound and the effectiveness of these depends on the status of a 'Rage Gauge' which grows if you're getting smacked. Join us for the show down next issue.

The speed of the game ▶ means that special moves have to be done really quickly, there's a lot to master.



WORK IN PROGRESS

■ 3DO

OFF-WORLD INTERCEPTOR

■ Racing ■ Crystal Dynamics
■ £39.99 ■ Out November
■ No other versions available
■ No other versions planned

The first driving game for PAL 3DO owners is revved up and ready to speed you along in a texture-mapped version of Stunt Race FX. CVG intercepts the action...

Take one monster-sized truck and place it in an alien terrain, beautifully presented in texture mapped 3D. Assume that the driver of this vehicle is a bounty hunter out to dispose of fugitives, terrorists and other n'er-do-wells as he races through tricky off-road terrains. Intensify the action with the news that there are in fact nine different planets to be cleaned-up, not to mention competing bounty hunters and stomach-turning climbs and rolls to avoid. In short, there's a lot to do in this game.

Off-World is all about control: take a ramp too fast and you'll tumble down the side of a mountain, quite possibly into some land mines. Ideally, you'll need to hunt out the boss and earn heaps of money which you can then exchange for special weapons and other enhancements to your vehicle. If you find the going too hard, you can always activate the split-screen two-player mode and play a friend. It's looking good.

● GAME BY CRYSTAL DYNAMICS ● CONTACT CRYSTAL DYNAMICS (071-973 0011) FOR INFORMATION ● GAME SIZE, ONE CD

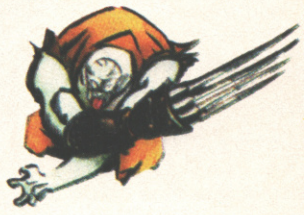
Charlotte

Earthquake

Galford

Ha-oh Maru

Nakoruru


Genan Shiranui

◀ Each character has a selection of special moves or 'Methods of Mayhem'. Mainly these are based around weapons use.

Some of the characters even bring their pets along to join in the fight. You don't control them directly, but they help you out when you're getting bashed. ▶

Hanzo Hattori

Jubei Yagyu

Kyoshiro Senryo

Oryo Tachibana

Tam Tam

Wan Fu

▲ Enter the split screen world for a head-to-head challenge with a friend.

◀ Watch out for mines placed in your path. Jump over them for the quickest escape.

▲ You can only drive forwards; there's no turning back if you miss something.

Other bounty hunters are after the same rewards as you. Try to knock them away whenever you get the chance. ▶

▲ You can jump very high but don't try to leap anything too big or you'll tumble over, which makes you vulnerable to the enemy.

WORK IN PROGRESS

■ PC CD-ROM

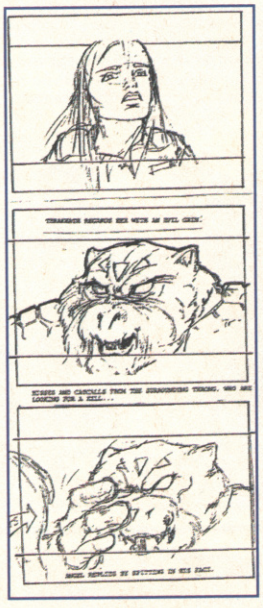
■ Flight/Shoot-'em-up ■ EA
■ £TBA ■ Out November
■ No other versions planned
■ No other versions available

WING COMMANDER 3: the heart of the tiger

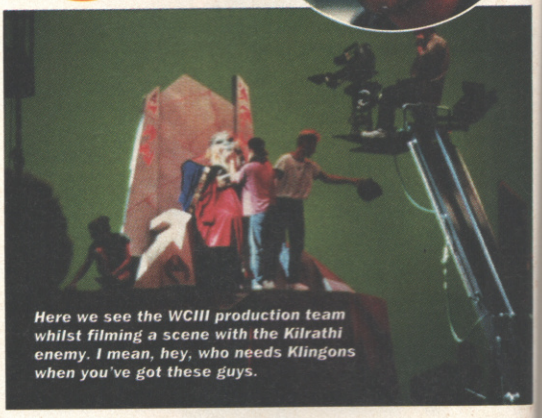
The force won't be with you, but Mark 'Skywalking' Hamill will be in the third part of the Wing Commander series as the interactive movie goes big time...

On the CVG games room we're getting the chance to see all the new interactive movies; from Ground Zero on the Mega-CD to the CD-i's impressive Burn Cycle. What's looking likely to be particularly stunning though, is the third instalment in the series of games that pioneered the concept of an 'interactive movie' – Wing Commander. The problem with the first two games was that they had to rely on animated sequences and plenty of hard disk space, but now with the advent of FMV it looks like we're going to see something very special indeed with over two hours of film footage involved and a budget of $4 million. As Chris Roberts, the creator of WC explains: "There's an intensity in storytelling you get with live actors that you can't get with animated film."

The game continues along a similar vein as previous ones, ie the iniquitous Kilrathi race is still being a serious pain in the rear end, and you as heroic starfighter Chris Blair (played by Mark Hamil, yes old Skywalker himself) have to do them before they do you. Your flying abilities will be paramount, as will dogfighting techiques – each mission draws on your wing commanding talents. We'll be reviewing it as soon poss.



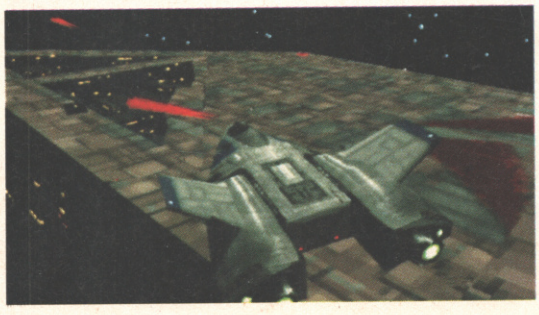
▲ *Approximately 50 Hollywood filmakers were involved in the making of Wing Commander III, and each scene had to be storyboarded before it was shot/drawn/rendered, and here is one such snippet in its rawest form.*



Here we see the WCIII production team whilst filming a scene with the Kilrathi enemy. I mean, hey, who needs Klingons when you've got these guys.

▲ *Precision flying skills are required when you fly inside the larger vessels.*

◀ *There are about 40 or so different missions to put you through your paces and various advanced Starfighters for you to crash and burn.*



▼ *In the Further Adventures of a Wing Commander the main ship is the TCS Victory. In true Millennium Falcon tradition it's an aging old tub that relies on its diverse and talented as well as luck.*

HOORAY FOR HOLLYWOOD

Yes! Burgeoning development costs, lots of luvvie actors on highly expensive sets, cinematographers, dramatic soundtracks being composed and to top it all veteran screenwriter De Palma (albeit Frank and not Brian) roped in to pen the script. No! We're not talking about the next Christmas box office blockbuster, but the latest Wing Commander. Taking the lead in this FMV-laden sci-fi adventure is the man who took the lead in three of the most successful films ever, the Star Wars Trilogy – Mark Hamill no less....

● GAME BY ORIGIN ● CONTACT ELECTRONIC ARTS (0753 549442) FOR INFORMATION ● COMES ON TWO DISCS

CRYSTAL DYNAMICS
Total Eclipse
The Horde
Off-World Interceptor
Star Control II
PaTaank
WITHOUT CRYSTAL DYNAMICS...
...3DO IS JUST AN EXPENSIVE TOY.
BMG INTERACTIVE Entertainment
Crystal Dynamics, Off-World Interceptor, Total Eclipse and The Horde are trademarks of Crystal Dynamics Inc. © 1994. Star Control II is a trademark of Accolade, Inc. © 1994. Fred Ford and Paul Reiche III. PaTaank and PF.Magic are trademarks of P.F. Magic © 1994. 3DO and the 3DO logos are trademarks of the 3DO Company. All rights reserved.
3DO

NICE SHOT SON

DOOM
SPECIAL EDITION

We're not the only people to go loopy over Doom. A major Hollywood movie company has picked up the rights to produce a movie, and in the battle of the new consoles, it's Doom vs Doom, although Atari has something rather special up its sleeves...

So lock and load, put your fighting trousers on and feast your eyes on the kind of action that until recently console companies could only dream of...

JAGUAR™

WORK IN PROGRESS

JAGUAR

Shoot-'em-up ■ **Atari**
£Unconfirmed ■ **Out Nov/Dec '94**
PC versions of Doom & Doom 2 available
No other versions planned

We love Doom, we love Doom, we love Doom, we love Doom. And now it's on Jaguar. 'Nuff said.

There's not much left to be said about Doom that we, or everyone else hasn't said yet. It can be summed up thus: fast 3D, big guns, plenty to kill, superhuge fun with a chainsaw. It really is that simple. However, until now you've needed at least £700 worth of PC to play it on. Thankfully Atari, in a fantastic display of foresight, has made it one of the first licensed games for the Jaguar – but it doesn't stop there, thankfully.

Doom, to put it lightly, is a phenomena. There's even a Doom club on Internet. And if you're a regular CVG reader you'll know we namecheck it more than a tabloid entertainment columnist brings up Take That (urgh). We're self-confessed addicts, and things aren't going to get any better for us as the first console version will be making its debut before the year's out. This game is impossible to do on a 16-bit machine, a fact which has blazed a trail for the Jaguar version. And the first impressions are nothing but good.

As you can tell from the screen shots, the graphics are identical to the PC original. Something which is particularly impressive considering this isn't just a straight port. Rather than dump the original PC code on to the Jaguar development kit, the programmers have started the game from scratch, and although they've stuck to the same winning formula, they've also been able to make some enhancements. Atari describes it as being a sequel to Doom, and that's where the Special Edition bit comes in.

Although finding fault with Doom is liable to get your hands chopped off in some parts of the world, even the most ardent Doom Lord has to admit that some of the levels, perhaps, weren't as interesting as they could have been. That's obviously the opinion of the people responsible for the Jaguar version. They're planning to add to levels and replace others. So you're guaranteed to get stuff in this version that you won't find anywhere else. With Doom on its way and Alien Versus Predator out now this is very good news for the Jaguar without a doubt. And the brilliant bit is that the two games really are different, as we point out in our Aliens Versus Predator review, starting page 44. Meanwhile load your shotgun and refuel your chainsaw in time for the Doom review next issue.

▲ One of the best moments in Doom is when you pick up the Berserk pack. It looks like an innocuous medical kick, but once collected, the screen changes colour, you become almost impervious to damage and are capable of killing most creatures with just one punch. Best of all is that it lasts for the whole level!

▲ These zombie soldiers are your former colleagues, although they don't recognise you anymore. A perfect excuse to fill them full of hot lead/plasma/buzz saw.

DOOM

MO' GUNZ

When there are all the soldiers that hell can muster up, and you're stuck in the middle, it's going to take more than just good intentions to get you out of the mire. Guns are secreted throughout the game's levels, and if you know where to look, you can tool up with a complete arsenal early on.

Knuckle Dusters

You've got to be desperate to resort to these, or just sick. Get the berserk pack and you'll be able to wipe out most lifeforms with one punch.

Chainsaw

More fun than a life-size jelly model of Claudia Schiffer. Makes minced meat out of monsters and has the rest scarpering in fear. It doesn't run out of fuel either.

Pistol

Get a decent weapon as soon as poss, as the pistol just doesn't cut the mustard. It's the worst gun of all and, frankly, embarrassing to use. You're better off with fists.

Shotgun

The preferred weapon of professional Doom lords, big, brutal and bloody fun. A good spread of fire, economical with ammo and devastating at close range.

Chain Gun

Takes ages to kill bigger creatures, but great for strafing a room full of zombies. Goes through bullets at a rate of knots though.

Rocket Launcher

Excellent at long range, but close up it'll catch you in the blast too. Downs Cacodemons with just two shots.

Plasma Rifle

Unleashes wave upon wave of deadly plasma energy. Powerful enough to trash most creatures and is good for strafing with.

BFG 9000

We won't tell you what BFG stands for, but it can empty a room in one shot. However you only get a couple of shots, so use them wisely.

CANNON FODDER

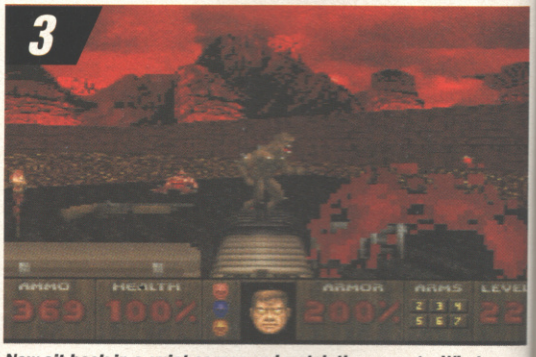
Apart from one or two large and deadly characters, which you'll have to deal with all by your lonesome self, here are the kind of ugly great mothers lurking in dark corridors and who comprise the bulk of your opponents in Jaguar Doom. Precisely how they take to you prematurely ending their vitriolic existence is anyone's guess, but mine is that they won't be 'appy. In the slightest. In fact.

ME AND MY POSSE

Although everything you'll encounter in the Jaguar Doom is out to kill you, drink your blood and dine on your flesh, a sneaky player can gain some unwitting allies by letting the creatures fight each other.

When the screen gets busy and there's all sorts of crap flying around, remember that what the hell-spawn in Doom hate the more than anything is being shot by their own side.

Which is exactly what's happened here. Try to lead the more powerful creatures right into the crossfire. Thankfully you're provided with a run button, which is something you'll be using a lot when you play the game.



Now sit back in a quiet corner and watch the carnage. Whatever the result, the winner will end up much weaker, making the job of finishing it off much easier.

DEATH MATCH

One feature Atari is desperately trying to incorporate into the finished game is a link-up feature, so two Jags can be hooked together for a cooperative or head-to-head death-match game. This is one of the best features of the PC version, and if Atari manages it for this game, we'll doff our hats and get ready to chainsaw each other to death.

▲ *Life-sapping hazards don't always come on two legs. Plop into an acid pool without adequate protection and you'll soon be walking around on fizzing knee stumps.*

WORK IN PROGRESS

■ MEGA DRIVE 32-X

■ Shoot-'em-up ■ Sega

■ £Unconfirmed ■ Out Nov/Dec '94

■ PC versions of Doom & Doom 2 available

■ Jaguar version planned

SEGA NASTY

For Sega's landmark hardware upgrade comes a real landmark title. It's going to be the most violent Sega game ever – of course it can only be Doom.

There's an old saying that when computer power doubles, existing prices half. And once more it looks like being proven with the arrival of Doom on 32-X. When the game was first released it was strictly PC only, there was nothing else on the home market capable of running it. But now, a year on, the 32-X is about to arrive, offering PC performance, and Doom, for £200.

Although the version we saw was at a fairly early stage, the development is coming on in leaps and bounds and the game's well on schedule for its Christmas release deadline. It's looking very good already, retaining the same graphics and speed of the original. However, what isn't known is whether Sega will certificate the game, and if they do, what it will get.

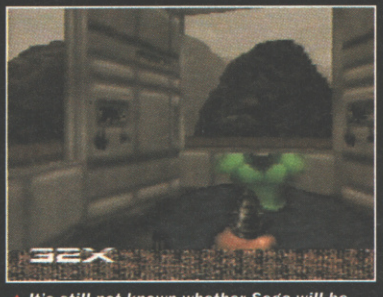
The final cartridge size hasn't been decided yet either. On the PC the game takes up a chunky 14 megabytes of hard drive space. But then, PC programmers are notorious for not compressing game code simply because they know that almost every PC owner has a hard drive. Chances are it will weigh in with at least a 24, or maybe even a 32-Mbit cart. Hefty stuff. However, if they get the game right, it will be worth the extra few quid for the larger cartridge.

DOOMED AGAIN?

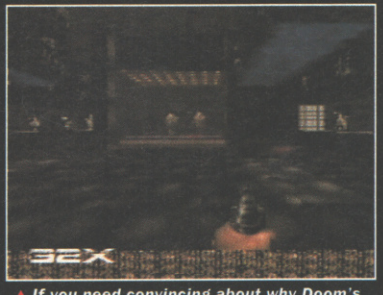
Now that the basic engine has been written for the game it won't take much to produce Doom 2. It's essentially the same, but with new levels, creatures and a fantastic double-barrelled shotgun. Find out more by reading the review of the PC version on page 58.

▲ *Let's hope that the advent of Doom on 32-X will lead to more PC-to-console conversions. Games like Indycar would be fantastic on cartridge.*

▲ *Even on high-end PCs the game slows down when the screen gets really busy (ie over a dozen creatures), but with its twin 32-Bit processors there's a chance that the 32-X can handle the pace when the going gets tough.*



▲ *It's still not known whether Sega will be sticking with the original Doom levels, or introducing new ones as Atari say it'll be doing with the Jaguar version. We can but hope – and write begging letters to Sega*

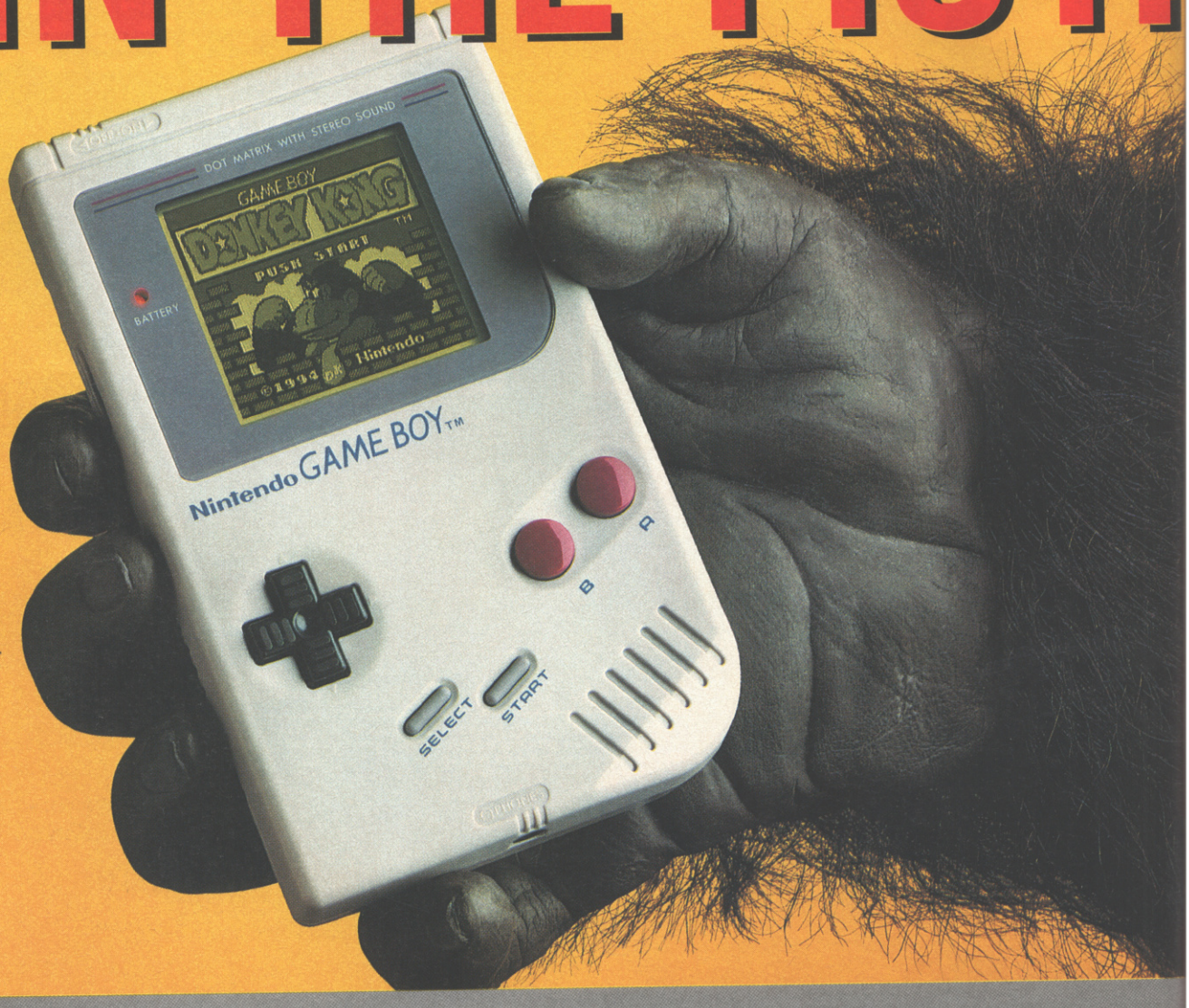


▲ *If you need convincing about why Doom's so brilliant, pop along to your local software shop and ask them to demo the game to you. It's simply one of the best things to happen to software in years.*

▲ *The fact that the 32-X is more than capable of running Doom is a good indicator as to how fast it can run other kinds of game. Texture mapping is a key feature in many games these days, largely thanks to Doom.*

■ GAME BY id SOFTWARE ■ CONTACT SEGA (071 373 3000) FOR MORE INFORMATION

GORILLAS IN THE FIST.



Ook ook ook. Ook ook Donkey Kong. Ook ook, ook ook 100 levels ook; ook ook. Ook ook ook battery-backed memory ook ook. (Ook Super Game Boy ook ook 256 colours). Ook ook £24.99. Ook ook ook ook. Ook ook.

Nintendo®

reviewed this month...

There's a sky-high pile of excellent games in this month's reviews section – and how many of them have we got to first? Loads is the correct answer, including the fabulously playable StreetRacer, Burn:Cycle, FIFA 3DO and Mickey Mania, which is probably the best Disney licence for centuries.

Oh, and read all about these, too... Mega Bomberman, The Adventures of Batman and Robin, Colonization and the not-unpretty-looking Super Stardust. Enjoy!

Steve James, Managing Editor

What we're playing this month

STEVE

■ Doom 2/PC
Being an angst-ridden hyper-tense editor, it's either Doom or life in the slammer for murder.
■ Micro Machines 2/MD
The multi-player mode is brilliant, especially as Rik and Den have to let me win if they want to live.
■ The Adventures Of Batman and Robin/SNES
One of the finest cartoon-to-game conversions of all time. Superb graphics and playability.

GARY

■ The Adventures Of Batman and Robin/SNES
The most fun you can have wearing tights and leather pants without getting arrested.
■ Red Zone/MD
Hmm, plenty of chopper-related double entendres and brilliant rendered explosions.
■ Street Racer/SNES
Mev Dinc told me it was really good and I believed him.

Doom p.58

Micro Machines 2 p.100

DEN

■ Street Racer/SNES
It's the most playable racing game on the SNES -even better than Mario Kart.
■ Way of the Warrior/3DO
Ever since the dire Ultra-Man on 3DO I've been waiting for a decent beat-'em-up on this machine. And this is.
■ Doom 2/PC
You can pretend that the monsters in this game are moaning CVG designers and blow them to pieces.

MARK

■ Doom 2/PC
I don't care if it's just like Doom, it's still brilliant.
Almost my game of the month behind...
■ Colonization/PC
Civilisation is my all-time fave game, and this is almost as good.
■ Micro Machines 2/MD
One of the finest Mega Drive games of all time, especially in four-player.

RIK

■ FIFA Soccer/3DO
An essential purchase. It looks great and is incredibly immersive. One of the best football games of all time.
■ Sonic & Knuckles/MD
A great new game but more fun is had plugging in the old Sonic games and seeing all-new stages and bonus screens.
■ Mega Bomberman and Micro Machines/ MD
Bland one–player games but grab some mates for unrivalled multi–player games fun.

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores over 90% and a CVG Hit. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of over 96% to earn one. Anyway, here are the top games this month...

40 Burn:Cycle/CD-i
42 Earthworm Jim/MD+SNES
44 Alien vs Predator/Jaguar
54 Rise Of The Robots/PC+SNES
64 FIFA International Soccer/3DO
68 Sonic & Knuckles/MD
70 Batman and Robin/SNES
90 Street Racer/SNES
98 Mickey Mania/MD+SNES

The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you it it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

■ CD-i
■ Adventure ■ Philips
■ £44.99 ■ Out October
■ PC and Mac versions planned
■ No other versions planned

CVG HIT!

Truth may be stranger than fiction – but fiction is more believable when it plays like Burn:Cycle. A CD-i game so shocking it had to be censored...

Until recently, most decent CD-i games relied on the MPEG cartridge to provide the graphics. It's rather ironic, then, that the brilliant Burn:Cycle contains more FMV than we've seen for ages – and it doesn't even require the MPEG unit – very good news for existing and new CD-i 450 owners alike.

You take the role of Sol Cutter, a futuristic data thief unknowingly infected with a killer brain virus. Two hours remain before you're history, and in that period you must gather tokens, solve puzzles, kill, bargain and try to track down Softech, the company who planted the virus in the first place.

There are three key gameplay elements: shoot-'em-up, exploration and puzzles. They crop up randomly, blended together seamlessly with excellent video sequences. As you drift from place to place in realtime 3D you don't just play for fun, you play for real – blood, love, and life.

burn:cycle

▲ Down at the bar, you can get anything you like for the right price. Bargain with items you find elsewhere.

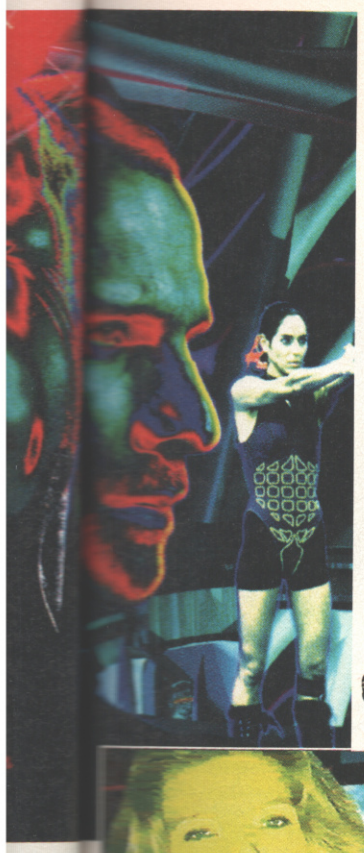
▲ The bar lady has more than just drinks to offer. You get to pick one item, so think about it.

▲ Move the cursor to the bottom of the screen and your inventory scrolls up.

◀ Out in the televerse, parts of Cutter's body are crumbling away. The Buddha holds the secret to your escape.

▲ On the way to Cutter's room Gala makes a comment about keeping her legs shut – she's a nice girl you see.

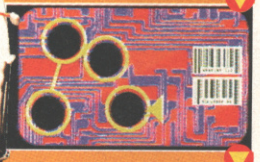
● GAME BY TRIP MEDIA/PHILIPS ● CONTACT PHILIPS MEDIA (071-911 3000) FOR INFORMATION
● GAME SIZE: ONE CD



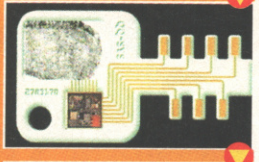
LOST AND FOUND DEPOT

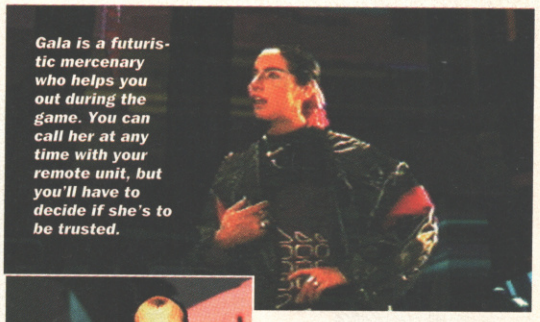
Getting through Burn:Cycle successfully will require the collection of numerous objects. Some are necessary for bargaining with, while others provide access to inaccessible places. Here's what you should keep a look out for.

▲ *This is the futuristic equivalent of a bank, and Sol Cutter has a refined taste for Nigerian money.*



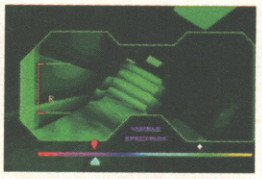
▲ *Who's this? Well, it's the big surprise of the game, and we ain't telling so you'll have to complete it yourself.*





Gala is a futuristic mercenary who helps you out during the game. You can call her at any time with your remote unit, but you'll have to decide if she's to be trusted.

▲ *Here you are – the follically challenged Sol Cutter. Most of the game is played through his eyes but when the FMV cuts-in you get a spectator view point.*



▲ *In this sub-game a smoke bomb has exploded and you must guide your way out.*

VERDICT

CD-i

The quality and quantity of Burn:Cycle's FMV footage is impressive, and the fact it doesn't require the MPEG cartridge is amazing. If you can imagine a film where you make the decisions, you'll have a good idea of the gameplay on offer – it's not just trial and error. The only weak points are the shoot-'em-up segments, but this is compensated by the amount of thought and involvement required to play the game. The most impressive CD-i title yet!

DENIZ AHMET

GRAPHICS	93
SOUND	91
PLAYABILITY	84
VALUE	85

OVERALL

90

SECOND OPINION

This is the kind of game I've been waiting for ever since the CD-i was launched. It's the perfect blend of action, adventure and video footage combined with a strong storyline and a quality script. It doesn't rely on actors to provide the interface between player and game, and as such is thoroughly absorbing. You're pretty much left alone to explore the game at will, which is what really makes the game so playable. All this makes for a game which is a certain classic. Top stuff.

MARK PATTERSON

■ SNES ■ MEGA DRIVE

■ Platform ■ Virgin Games

■ SNES £59.99 MEGA DRIVE £49.99

■ OUT NOW

■ No other versions available

■ No other versions currently planned

earthworm j

THE WORM'

This 24-meg platform buster promises to push this genre to the limit. It's a first of sorts and is likely to worm its way to the top of the charts...

The secret of a good platform game is in the central character. Make him, her or it a pleasure to control and you'll hook the player instantly. Earthworm Jim does this better than any other platform character this year. The cartoonish graphics are exactly that - a cartoon. Never once will the player feel that Jim is out of place in the 30 stages open to him – even with just a few weapons available.

Briefly, your plot tells of an outer-space accident which sends a cybernetic suit plummeting into Jim's mud pool where he and the suit merge indefinitely. As Jim you're asked to explore the uncharted territories of deep-space Worm holes.

It would be wrong to suggest that Earthworm Jim will astound with originality; the routine of crossing gaps, balancing on awkward platforms and utilising various forms of travel is tired; but somehow it's more imaginatively achieved here. A game with clear personality and individualism.

SNES

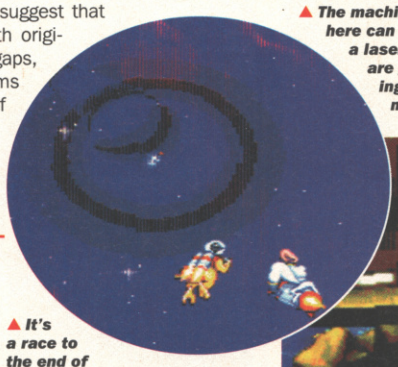
◀ The whip will kill the scavenging birds quicker than the gun. If the birds chew Jim's head he'll lose heaps of energy.

MEGA DRIVE

SNES

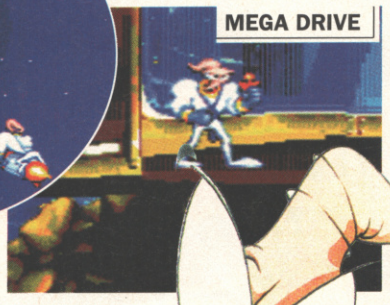
▲ The machine-gun shown here can be upgraded to a laser later on. Both are good for attacking while on the move.

▲ Like all good worms Jim's a stretchy fellow and uses this to good effect when climbing and swinging.



▲ It's a race to the end of the space tubes with Psycrow. Pick the shields up then ram Psycrow to make him lose.

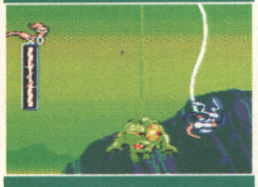
MEGA DRIVE



◀ Not as graphically strong as the SNES version, but Earthworm Jim is still one of the best looking Mega Drive games ever.

WOTTA LOTTA SNOT!

This game will put a grin on your boat, especially this scene with Major Mucus and battling it out over this slimy lake on bungee ropes.



SNES

▲ Fifi the dog appears very suddenly and will chew Jim's butt. Use the gun to keep him back.

● GAME BY SHINY ENTERTAINMENT ● CONTACT VIRGIN (081-960 2255) FOR INFORMATION ● CART SIZE: 24MEGS. ● ONE-PLAYER GAME

SNES

▲ Jim's bungee jump is very funny to watch, but avoid the swamp monster or it'll cut his line!

MEGA DRIVE

▲ Family pet ahoy! Use this rather large gerbil to chomp your way through the level.

SNES

▲ There are occasions when you'll need to climb or slide down these ramp-type ledges.

MEGA DRIVE

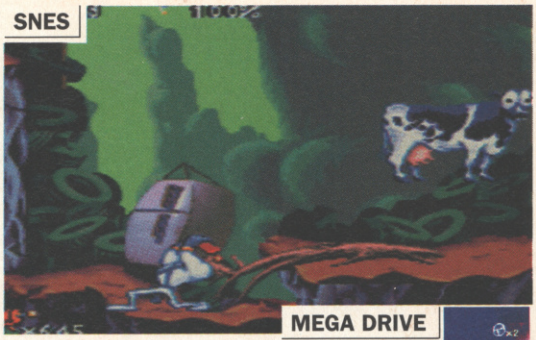
▲ Blasting away with the gun is great fun, but take care because it soon runs out and refills are few and far between. The gun does refill automatically but only very slowly, so beware.

A CAN OF WORMS

Being the worm he is, Jim can perform all sorts of bizarre and beautifully animated movements. In fact, the animation is the game's is like ***big***, and is definitely worth experiencing. To water your turf, here's a look at just some of Jim's many – um, positions.

ABOVE: Here you can see Jim swinging around having morphed his head into an extra hand. BELOW: Just some of the spot animations that Mr Floppyhead gets up to.

SNES



▲ Jim has just shot the fridge down, catapulting the cow into the sky. This serves no purpose but is just one of the many visual gags.

MEGA DRIVE

▲ While whizzing around the tubes, try and collect these orange ball things. They'll give you a continue.

VERDICT

SNES

About now I'd normally be moaning that there's nothing new here. But what Earthworm lacks in originality it makes up for in variety, levels and action. One element that can make or break a game is the central character. Fortunately, Jim is one of the best in terms of handling and animation. Lots of wonderful touches create an absorbing cartoonish experience. Instantly addictive and the best use of sound any platform game has had for ages, too.

DENIZ AHMET

GRAPHICS	93
SOUND	93
PLAYABILITY	90
VALUE	84

OVERALL

90

ALTERNATIVE

GAME BOY

- Probotector
- Konami/£24.99

An amazing conversion of the brilliant SNES original. A platformer with lots of weapons and heavy-duty shoot-'em-up action.

- ISSUE 155: 84%

VERDICT

MEGA DRIVE

I was ready to slag Earthworm Jim off because it's yet another take on the Global Gladiators engine from Dave Perry and co. The thing is, everything hangs together so well, hence criticism on that front isn't fair. The graphics and sonics push the machine to the limit, and while there's not that much variety, the brilliance of the graphics make you want to progress to see them all. Well worth a look, but think twice if you already have Aladdin, Cool Spot et al.

RIK SKEWS

GRAPHICS	92
SOUND	92
PLAYABILITY	87
VALUE	82

OVERALL

88

COMING SOON

3DO

- GEX
- Crysyal Dynamics

This is looking smart and well-animated. It's a platform game where you play as a lizard, enabling you to stick to any surface and do lots of sneaky things

- EXPECTED RELEASE: NOVEMBER

◀ Here Jim has to protect Pete the puppy as they dash through the stage. If Pete encounters any harm he'll turn into a monster and attack Jim!

M'YOUR OYSTER...

njim

MEGA DRIVE

SNES

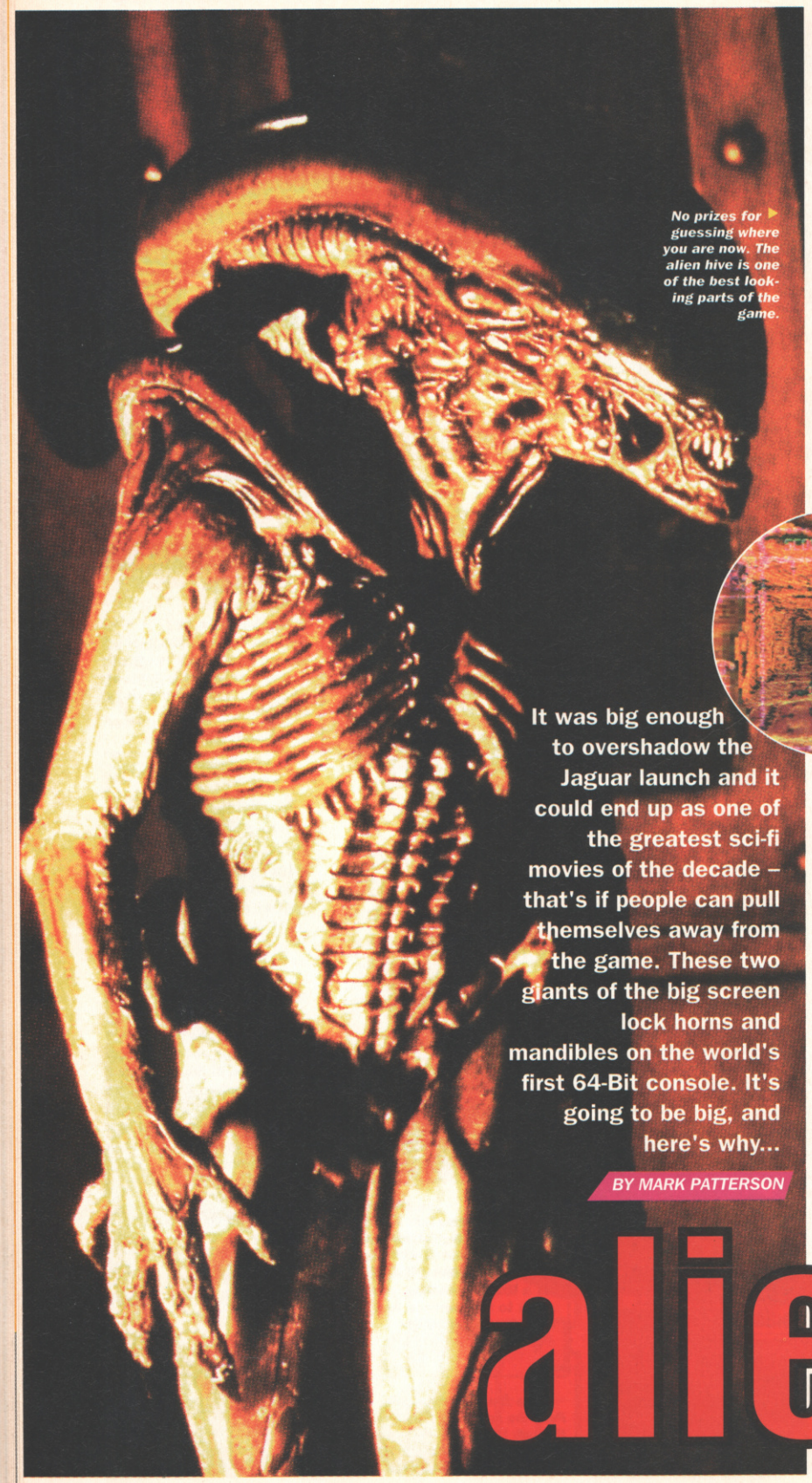
▲ Sizzle! I wonder what burnt worm smells like?

RT SIZE: ● EXPLORE THE TOP LEFT OF THE FIRST STAGE AND TRY TO FIND THE TOILET FOR A LAUGH

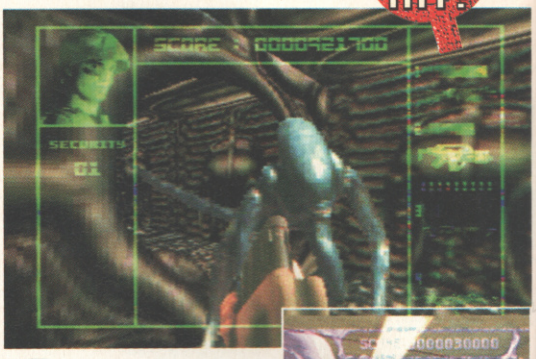
■ JAGUAR
■ Shoot-'em-up ■ Atari
■ £59.99 ■ OUT 20th October
■ No other versions available
■ No other versions planned

JAGUAR

CVG HIT!



No prizes for guessing where you are now. The alien hive is one of the best looking parts of the game.



One of the few disappointing aspects of the game are the Predator graphics. They're not that well animated and look pretty poor up close.

The animation for the marines is exceptional, especially when they're walking or taking pot-shots at you.

It was big enough to overshadow the Jaguar launch and it could end up as one of the greatest sci-fi movies of the decade – that's if people can pull themselves away from the game. These two giants of the big screen lock horns and mandibles on the world's first 64-Bit console. It's going to be big, and here's why...

BY MARK PATTERSON

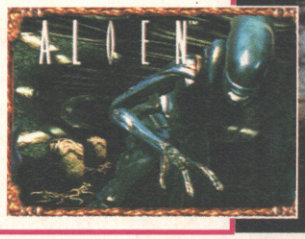
alien vs

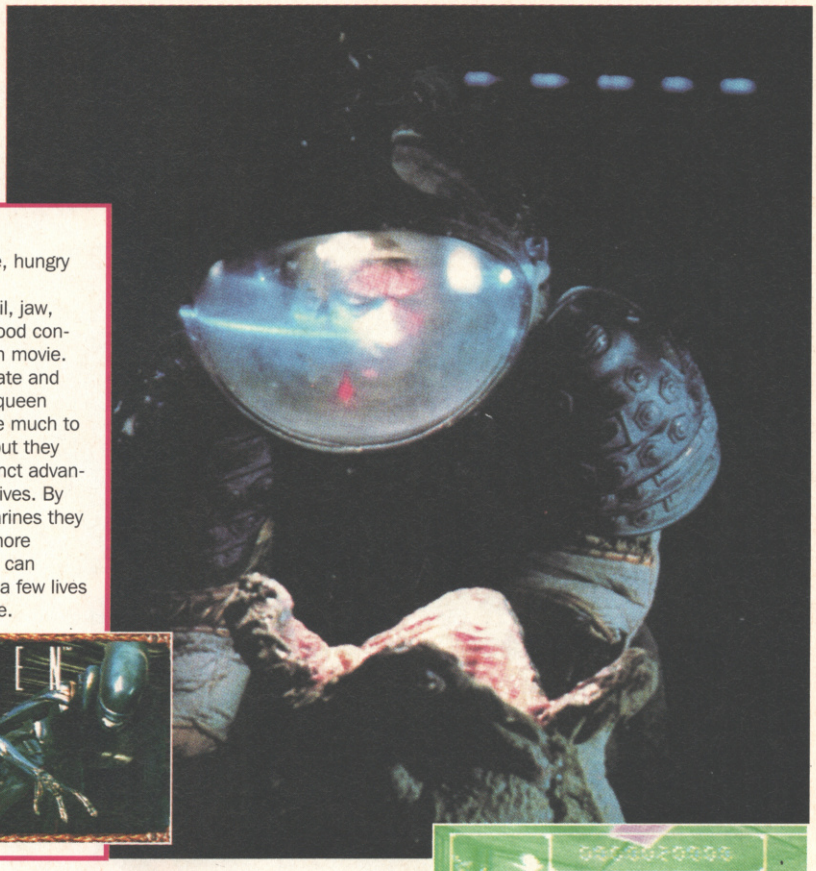
It's a funny thing, Aliens. It took Dan O'Bannon three years to sell the script for the first film, James Cameron $50 million to make the second, and the critics just one showing to dislike the third. Replace Hollywood movie moguls with the Predator however (if that's any real change), bring in a bunch of trendy programmers from the city of Oxford in the form of Rebellion, then cram the lot on to Atari's Jaguar console and you've got a potential game of the year just waiting to be played.

When we previewed the game back in the dark days of issue 148, most of the basics were in place, bar much of the shooting. It was still a case of seemingly fawning journalists, who were being totally honest, going on to the programmers about what an excellent game they had. Now it's finished and it's good. Really good. There's even a good reason why it's taken so long to arrive. Rebellion, instead of sitting at their keyboards and taking the easy route of a shoot-'em-up, have tried to give the game real depth. Rather

▲ *The quickest way to get round the ship is by crawling through the ventilation tunnels. Unfortunately the aliens have worked this out too...*

Title: Alien
Status: Large, hungry bugger
Weapons: Tail, jaw, claws, Hollywood contract for fourth movie.
Mission: Locate and protect alien queen
It doesn't take much to kill an alien, but they have the distinct advantage of extra lives. By cocooning marines they create even more aliens, so you can afford to lose a few lives here and there.





Title: Marine
Status: Lunch
Weapons: Shotgun, pulse rifle, flamethrower, smart gun
Mission: To survive

● The marine isn't particularly fast or strong, but he does have the advantage of being able to crawl through the ventilation shafts, although so do the aliens...

predator

than just take on the role of a marine mindlessly wasting aliens in the pursuit of entertainment, they've given you the option of playing the Predator and the Aliens, each of whom have their own objectives, weapons and varying degrees of hardness.

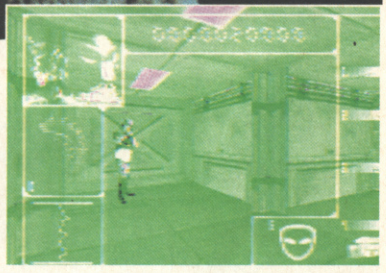
Arguably the marine is the best character to play. He starts off with no idea about what's happened and can only piece the story together by tracking down the personal logs of his dead colleagues – the first priority is getting a weapon though, without encountering any aliens....

One of the questions we've been asked about this game is if it really is something that couldn't have been produced on a conventional system. The answer's yes. The background graphics are drawn at a higher resolution than Doom and with more colours. While that does make it run slightly slower, there's no doubting that it's truly impressive.

FILM SAMPLES

The sound consists mainly of background noise and effects sampled straight from the films. So often the first sign that a Predator's in the same room as you is the clicking noise from its jaw followed by some speech, which is usually a challenge. The best effect, though, has to be when you switch between the Predator's vision filters, the visual and audio effects are just amazing, totally in fact.

It's not quite the game we were expecting, and there are many areas where it could have been better, but, on the whole, we are very impressed. This is the first big game for the Jaguar and it deserves to be successful.

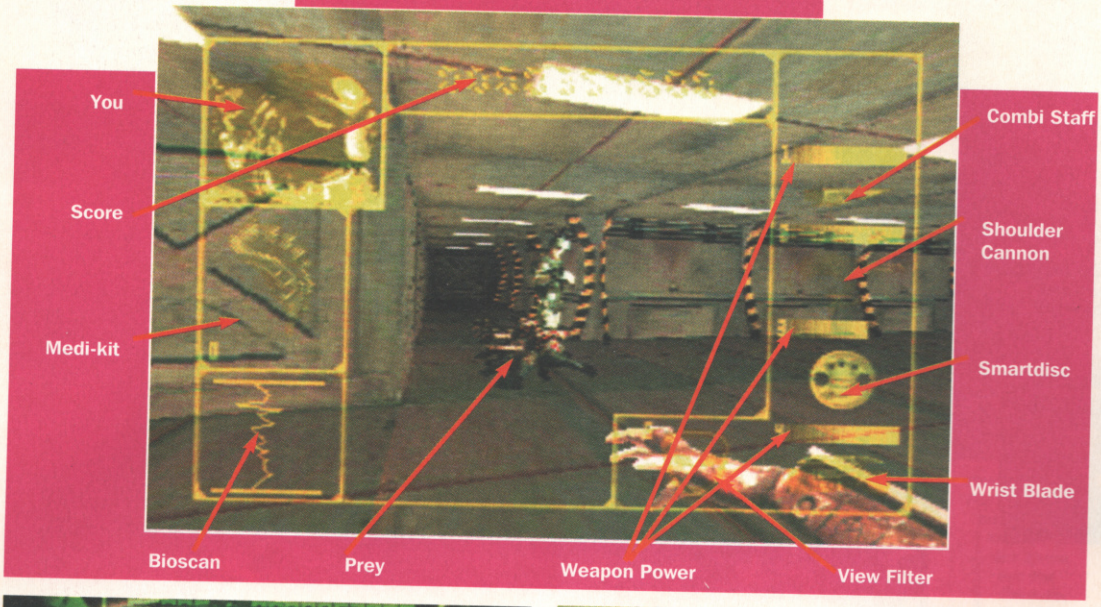


One of the key ▶ weapons on the Predator's arsenal is his invisibility shield. It also lets him see across several different spectra, so lack of light isn't a problem. What is a problem, though, is the way his score drops for killing people while being invisible. It's not as much fun as taking out an entire platoon without taking so much as scratch.

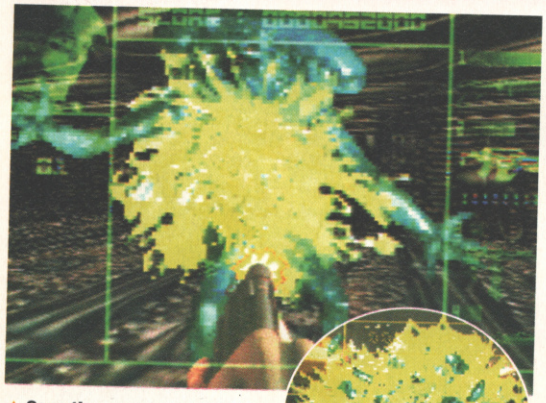
Title: Predator
Status: Death machine
Weapons: Wrist blades, combi stick, smart disc, shoulder cannon, invisibility
Mission: Claim the head of the alien queen.
He may be the hardest character in the game, but he loses points for killing something while invisible because it's considered dishonourable. He gains extra weapons when he reaches a certain score, so it pays to spend most of the time visible.

PREDATOR'S EYE VIEW

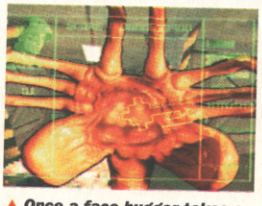
Ever wondered what all that stuff going on in the Predator's headset is? So do we, but here's what it all means in the game.



▲ *The alien can gain extra lives by paralysing and cocooning marines. Icons on the left of the screen show the progress of the embryonic xenomorph, and once it's fully grown and you die, it hatches, and you carry on from there.*



▲ *Sometimes you can't avoid close-quarter combat, but although you end up with major acid burns, it does look very good.*



▲ *Once a face hugger takes a liking to you it's really tough to shift. While its there your energy keeps on going down.*

▲ *Killing an alien close up isn't smart. If it's close enough to hit you, it's close enough to spray you with acid.*

SECOND OPINION

Graphically AVP is a match for Doom and although the speed isn't quite there it beats the PC classic in the smoothness and detail departments. Sound is disappointing though, when playing the marine there's complete silence much of the time, a heartbeat or footsteps would help. Playing the alien offers the most fun, thanks to neat weapons and the sheer speed it moves. The marine's quite good, but the Predator is downright boring. My main criticism is that there's occasions when nothing happens but even so this is the best Jaguar game yet.

RIK SKEWS

VERDICT

JAGUAR

There's an old software industry adage which says that games sell machines, and that's definitely going to be the case with AVP. Apart from the graphics, the individual components of the game, such as the characters on their own and the occasional dull period aren't outstanding, but together do justice to an extraordinarily tricky licence. When you compare it to the kind of early software which appears on many machines, it's a commendable game indeed.

MARK PATTERSON

GRAPHICS	91
SOUND	92
PLAYABILITY	91
VALUE	89

OVERALL

90

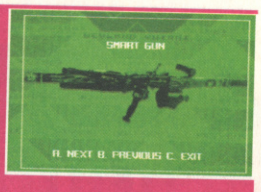
IT'S A BUG HUNT

Being a puny human, the Marine needs all the help he can find – here's his most useful weapons...

Shotgun
Start with this. It's not powerful and very slow to reload. Three shots kill an alien, several dozen flatten a predator.

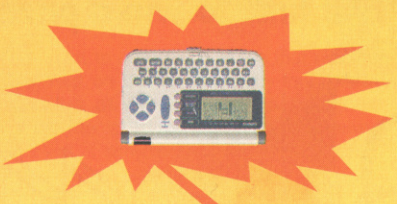
Pulse rifle
A massive improvement over the shotgun. It's fast and powerful, but still not quite enough against a Predator.

Flamethrower
Perfect weapon when you're attacked by dozens of aliens. Still leaves you short when facing a Predator, though.

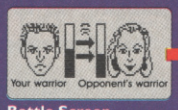


Smartgun
It's not smart as in brainy, it's smart because it's big and reduces Predators to glowing green stains.

ZAP YOUR MATES WITH A BRILLIANT BATTLE GAME.



The new Casio C300 My Magic Diary has a brilliant battle game. And because it's got a magic beam, you can play it with your mates even when they're not sitting next to you. Or you can try to beat the built-in computer.



Battle Screen

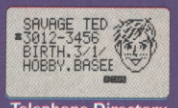
Battle Result Screen

ESP Power Replenishment Screen

And it's got tons of other fun and useful features. It'll keep a record of all your mates names, addresses, birthdays and telephone numbers. Even their faces.

Fortune Telling

Telephone Directory



Telephone Directory

Using the montage feature you can build a picture of anyone you like (no matter how ugly they are!). And you can store things secretly with the secret password function. We've also squeezed in a calculator, calendar and clock/alarm. With this many fun features you'll be beaming from ear to ear.

CASIOCLUB

MAGIC BEAM DIARY

THE CASIO CLUB RANGE COMPRISES: C-100 ELECTRONIC DIARY, PRICE GUIDE £29.99; C-200 ELECTRONIC DIARY, PRICE GUIDE £64.99; C-300 ELECTRONIC DIARY (SHOWN ABOVE), PRICE GUIDE £79.99; M-100 KEYBOARD, PRICE GUIDE £19.99; M-200 KEYBOARD, PRICE GUIDE £49.99; ML-1 FLASHING LIGHT KEYBOARD; PRICE GUIDE £39.99; ML-2 FLASHING LIGHT KEYBOARD, PRICE GUIDE £59.99, U-200 PERSONAL STEREO, PRICE GUIDE £7.99.

THE CASIO CLUB RANGE IS AVAILABLE FROM: ARGOS, BOOTS, DIXONS, FREEMANS, GUS, INDEX, JOHN LEWIS PARTNERSHIP, TEMPO, TOYS 'R' US, WH SMITH AND ALL GOOD TOY STOCKISTS. PRICE GUIDES CORRECT AT TIME OF GOING TO PRESS. SOME MODELS MAY NOT BE STOCKED AT ALL OUTLETS.

FOR MORE INFORMATION ON THE CASIO CLUB RANGE, PLEASE CALL OUR CONSUMER HELPLINE ON 081 751 0167.

CASIO

PLAY!

"A QUESTION OF... KNOWLEDGE!!!"

TELEPHONE QUIZ

Play **CHOOSE YOUR SUBJECT** by picking your subject and answering at least 3 questions correctly to enter our prize draw **OR INSTANT WIN** by answering 10 questions correctly first time to win a prize.

your subjects...

FOOTBALL

TELEVISION

BOARD GAMES

POP MUSIC

PICK YOUR SUBJECT

A SEGA MEGADRIVE FOR SOME LUCKY WINNER!

0891 300 122

INSTANT WIN

JUST ANSWER ALL TEN QUESTIONS CORRECTLY FIRST TIME, PICKED FROM ALL SUBJECTS AND YOU'LL INSTANTLY WIN THREE TAPES OR CD'S OF YOUR CHOICE

0891 300 123

INSTANT WIN

JUST ANSWER ALL TEN QUESTIONS CORRECTLY FIRST TIME, PICKED FROM ALL SUBJECTS AND YOU'LL WIN YOUR CHOICE OF THREE COMPUTER GAMES!

0891 300 124

PICK YOUR SUBJECT

A JAGUAR CONSOLE IS UP FOR GRABS

0891 300 125

If you are under 18 or do not pay the phone bill, get permission before dialing. Calls cost 39p per minute cheap rate, 49p per minute at all other times. Maximum duration of each competition is seven and a half minutes. Maximum cost £3.68. Non-instant win competitions close 28/2/95 and each winner is selected at random from a draw. All winners will be notified by post after the closing date. Instant winners will be notified within 48 hours. Full rules/winners are available from Shpn, 4 Walnut Tree Park, Walnut Tree Close, Guildford, Surrey, GU1 4TA. Instant win consists of questions selected at random from any of the subjects. Call prices correct at time of print.

■ MEGA DRIVE ■ GAME GEAR
■ Puzzle Game ■ Codemasters
■ MD£39.99 GG£27.99 ■ Out now
■ No other versions available
■ No other versions planned

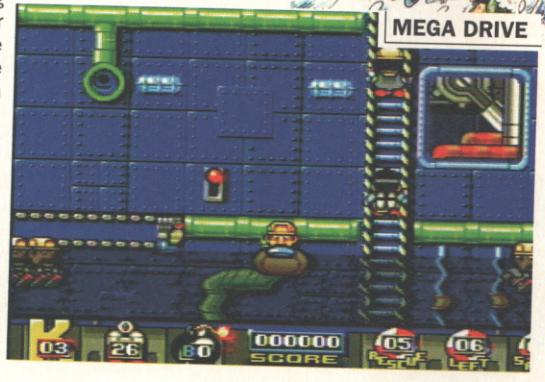
ss lucifer

The ocean liner's sinking fast, can you save the passengers and crew in this Lemmings-like puzzler from Micro Machines masters Codemasters?

Lemmings has a lot to answer for. Since that classic game first arrived on the Amiga nearly four years ago, all manner of substandard ripoffs have appeared in an attempt to cash in on the innovative puzzler. Now Codemasters is serving up its own version and while SS Lucifer isn't an original product it's certainly well presented and playable.

As would-be hero and all round good guy the player has to rescue the stranded crew and passengers before the combined terrors of rising water, blazing fire and other nasties get to them. To get the people through each level the player generally has to run ahead Sleepwalker style, pulling levers to change the directions of conveyer belts and blasting doors with his unlimited supply. Like Lemmings a certain percentage of people have to be escorted to the exit before the player can progress and attempt to complete the other 99 levels.

▲ The player can't use the same exit as the passengers but his one tends to be fairly close by.



▲ This high quality screen is a good example of the game's graphical finesse.

VERDICT

GAME GEAR

A number of reasons make this the best version of the game. For a start it's £12 cheaper than the Mega Drive, yet offers virtually the same game. The excellent graphics are all the more impressive for being on a handheld, and heck even the sound is unusually good for the Game Gear. A great little puzzler on a great little machine.

RIK SKEWS

GRAPHICS	87
SOUND	74
PLAYABILITY	73
VALUE	86

OVERALL

74

VERDICT

MEGA DRIVE

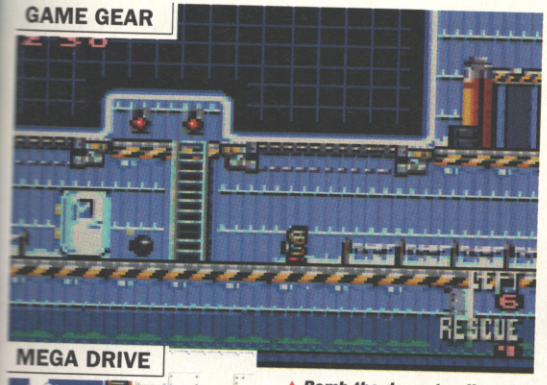
Graphically, S.S. Lucifer is excellent, with small but finely detailed graphics and neat visual tricks. Sound is also good with some chirpy ditties which drive the player on and there's a great sampled scream when he dies. Gameplay is fun but this genre is getting a little stale, I'd rather wait for the definitive Lemmings 2.

RIK SKEWS

GRAPHICS	84
SOUND	81
PLAYABILITY	72
VALUE	73

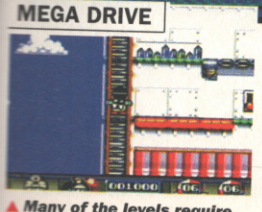
OVERALL

73



▲ It's worth releasing a dinghy when found just in case the water rises faster than expected, so that the passengers don't end up to their neck in it.

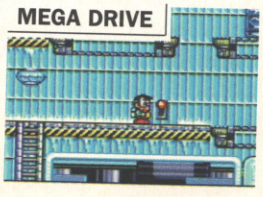
▲ Splat! There are many traps for the player and the passengers to avoid including this internal organ revealing crusher.



▲ Bomb the doors to allow the passengers and yourself through. Don't get too close to the explosion or you'll end up more than a little charred through.

▲ Many of the levels require the player to traipse ahead, Sleepwalker style, and sort out any traps before the passengers hit them.

These switches have to be ▶ pulled in the right order to enable the passengers to progress. Don't pull them all at once though, because they might doubleback.



▲ A limited amount of oxygen keeps the player alive under water for a short time.

● GAME BY CODEMASTERS ● CONTACT CODEMASTERS (0926 814132) FOR INFORMATION

YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust. ALIEN

It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the

YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.

THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.

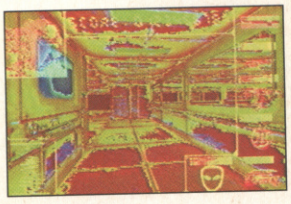
YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

ATARI MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

PREDATOR Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping – *the better to see you.* Huge sound-sampling – *the better to hear you.* And unparalleled animation – *the better to come out of nowhere and eat you.* In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.

THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.

MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR SOFTWARE HELPLINE
0839 994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Road, Aston, Birmingham B6 7SS

Please obtain permission to call from the person who pays the bill.

Calls cost 39p per minute cheap rate, 49p per minute at all other time (maximum charge £3.20). Prices and games featured on this service correct at time of going to press. We reserve the right to change the games featured on the helpline without prior notice. Available in UK only.

JAGUAR 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

CD32

Shoot-'em-up ■ **Acid**
£29.99 ■ **OUT NOW**
No other versions available
No other versions planned

From the Skidmarks team comes a gusset busting and rather fast blast-'em-up...

guardian

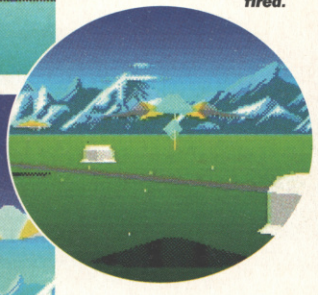
Borrowing all the best bits from the evergreen SNES classic Starwing, Guardian is a blast fest of rather large proportions. Set in the far future the player's job is to repel the relentless attack of alien life forms. Dronoids are the main targets and these nasty critters are armed with bombs powerful enough to destroy the last few remaining human installations. Once a wave is destroyed, another more powerful one appears. Laser and shield boosts among others are dropped by some of the Dronoids when destroyed to give the player a better chance.

Don't think this makes the game easy though, the Dronoid scum are protected by a variety of fighters. Looking on the whole like something from Cybermorph or Starwing the best way to avoid them is to keep moving. Of course that makes picking off the Dronoids all the more difficult and that's where the main gameplay attraction lies. The odd looking trees and especially the alien buildings must also be considered. With all the low level flying involved it's easy to smash into the human installations and aid the alien's quest!

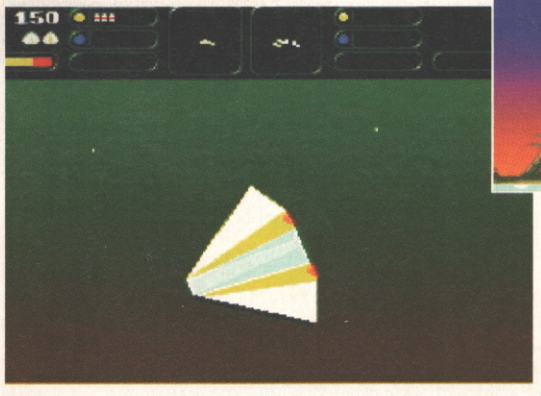
▲ The dronoids are dropped by this mothership. Thankfully it doesn't fire back, so stay close and you should be able to pick some Dronoids off before they stray too far.

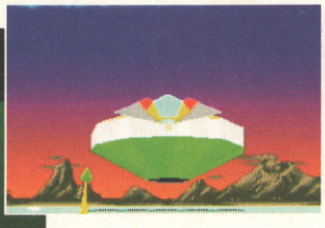
Here's a Dronoid in action. ▶ That red blob is the bomb about to wipe out a few more unfortunate humans.

▼ One of the power-ups dropped by the dronoids is a tracking missile. This automatically tracks on to the nearest dronoid when fired.



A multitude of different playing angles are available but to be honest the preset one is the easiest if not the prettiest to use. ▼





▲ The mothership where the Dronoids are dispensed. It can't be shot, sadly.

▲ It's a fire and forget tracking missile! Great for taking out irritating Dronoids.

◀ This screen pops up all too often when first playing. Mastering control of the craft is the only way to survive.

IN A GALAXY FAR FAR AWAY...

Amazingly enough for a CD game the intro isn't rendered. Instead it features lots of polygon ships having a good old scrap.

ALTERNATIVE

SNES
■ Starwing
■ Nintendo/£19.99
Starwing was the first game to use the FX chip and is a bit of a classic. A genuine bargain at its re-released price though.
■ ISSUE 137: 96%

VERDICT

CD32

There's no denying that this is a good game but it lacks a continual challenge, and there are occasions when not a lot seems to be happening. It's fun though and offers a variety of baddies, backdrops and weapons. The graphics are smooth and fast, even more so than Starwing on SNES and the music is excellent! Not the classic it could and should have been but a solid blast nonetheless. Nintendo can sleep easy for the time being though.

RIK SKEWS

GRAPHICS	79
SOUND	81
PLAYABILITY	81
VALUE	83

OVERALL

82

● GAME BY ACID SOFTWARE ● CONTACT GUILDHALL LEISURE SERVICES (0302 890000) FOR INFORMATION

GAME GEAR

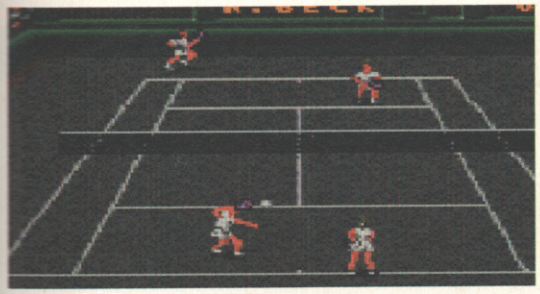
■ Sports Sim ■ Codemasters
■ £29.99 ■ OUT NOW
■ Mega Drive version also available
■ No other versions planned

pete sampras tennis

After a very successful time on Mega Drive, Pete Sampras squeezes himself into the Game Gear...

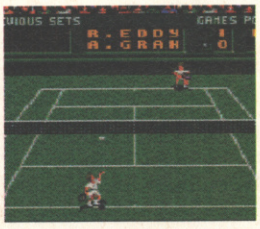
The gadget factor of Mega Drive Sampras, with its four-player J-cart overshadowed what was actually a rather decent tennis game. With the Game Gear version coming on a bog-standard cart, it's clear that the game on its own would have been enough to score big marks. But there is one major bit of cleverness on the cart – you will be able to play two-player mode on one machine, just like on the Codie's previous release, Micro Machines.

It's also packed with options such as matches for one or two players, a tournament mode, a knockout competition for eight players and a world tour for up to four competitors which features famous venues and players from around the world. If you don't fancy cramming on to one machine with a mate, it also supports a link-up cable so two Game Gears can be hooked up.



▲ Fancy a game of doubles? Pete Sampras' Tennis caters for fans and allows for two players to play in the same team or against each other.

▲ Pause the game for a replay option which allows the player to relive glory moments.



▲ Like Micro Machines two players can play on one machine as well as via a machine link up.

▲ If it seems like the player won't reach the ball then hit button 2 and watch the player reach for it while diving.

COURT IN THE ACT

There's three different courts in the game and each has a distinct effect on the way the ball bounces.

▲ Use the World Tour option to play all the classic courts around the world.

CLAY: Slows the ball down and gives minimum bounce.

GRASS: No surprises here, grass provides normal bounce and speed

HARD: The hard court gives the ball a strong bounce and high speed.

OTHER VERSIONS

Fun but is spoilt by a couple of niggly points like unfair calls by the ref and the fact your player often argues with the ref for no reason, which wastes time as it can't be stopped.

MEGA DRIVE
● ISSUE 151 ● 84%

VERDICT

GAME GEAR

This was fun on Mega Drive but didn't quite make hit status because of a few annoying gameplay faults. They've been ironed out for this version, though, making it a much better game. Graphically it's very polished, though the size of the screen means placing shots is difficult. And the speech is absent, which is a shame. It also seems a lot harder to pull off power shots but the control is so instinctive this isn't a problem. A game as good as the player it's based on.

RIK SKEWS

GRAPHICS	84
SOUND	70
PLAYABILITY	87
VALUE	88

OVERALL

88

● GAME BY CODEMASTERS ● CONTACT CODEMASTERS (0926 817595) FOR MORE INFORMATION

■ PC CD-ROM ■ SNES

■ Platform ■ Konami

■ PC£49.99 SNES£Unconfirmed

■ Out November 18

■ No other versions available

■ PC Floppy, PC VGA, Mega Drive, Mega-CD, Game Gear, CD-i and 3DO versions planned

CVG HIT!

To quote the song 'how long has this been going on?'. Who cares if it's been worth the wait, and believe us it has...

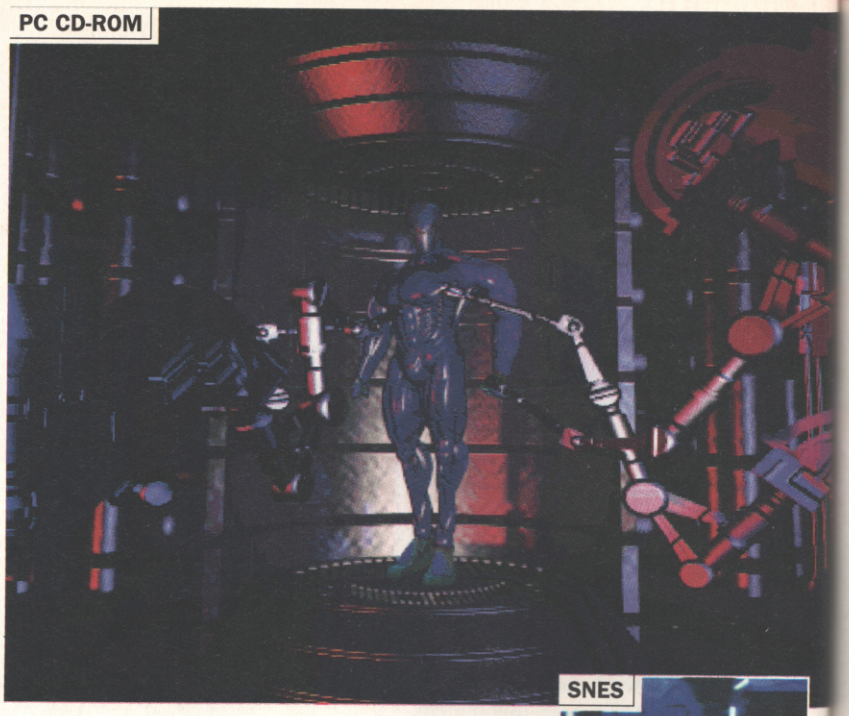
rise of the

Rub your eyes, take a deep breath and accept the fact that Rise Of The Robots is finally with us. In a plot which rivals Bobby Ewing's resurrection in Dallas, Rise has been promoted, delayed, bought by Time Warner, delayed again, improved re-promoted and finally, after all that, is going to be released. It's a recipe for failure, but Mirage has managed to pull the game through – with some remarkable results.

Every piece you've read on this game will tell you how remarkable the graphics are – you can see that for yourselves, but the hot news is it plays brilliantly too. Each robot has an excellent variety of moves unique to them, including special moves and a few hidden super-specials which are left to you to discover.

The SNES version is a landmark in console games. Nearly all the cinematic sequences from the CD-ROM game are featured, which is an amazing achievement, even if it did take a 32-Meg cart to do it. The game has undergone a slight alteration, with the addition of parallax scrolling and an enhanced control system to take advantage of the SNES' six-button pad. Considering the amount of memory the graphics eat up, the programmers can rightly pat themselves on the back for keeping the same fluid animation on this version. It's amazing – totally.

PC CD-ROM



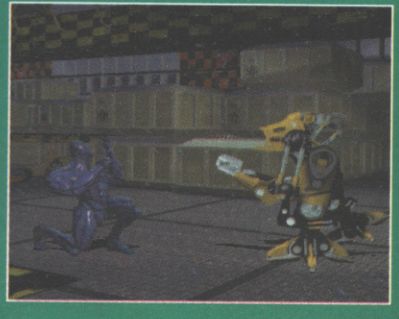
SNES

▲ *Your Cyborg's special attacks include this shoulder barge, which is handy for getting in close to your opponent.*

STOP ALL THIS SILLINESS

As it's a beat-'em-up, Rise has the obligatory special moves, although not all of them are designed to hurt your enemy. Certain joystick combinations will render your robot invisible, invincible or reverse your opponent's controls. Naturally this is the gameplay equivalent of kicking someone in the 'nads and running away. It's one of the features which makes the two-player game such a riot, although the temptation is for both players to spend more time trying to activate them than actually hitting each other.

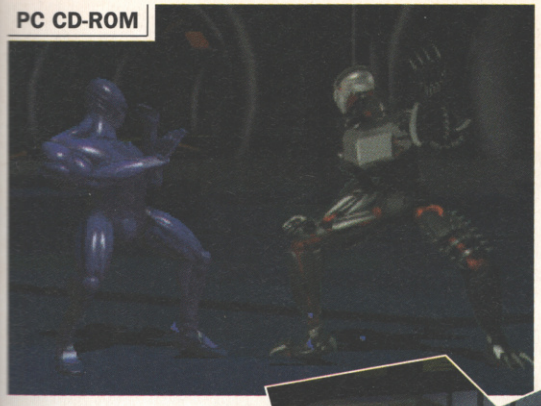
Probably the most lethal of the special attacks disables all your special moves. That's a real problem when you're up against the Crusher.



Still, having your controls reversed is no fun either, especially when your foe closes in for the kill.

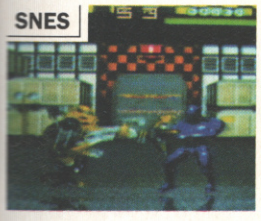
● GAME BY MIRAGE ● CONTACT MIRAGE (0260 299909) FOR INFORMATION

PC CD-ROM



▲ The military droid isn't the biggest robot you face, but he's certainly the most ferocious. His special moves include a lethal claw slash.

SNES



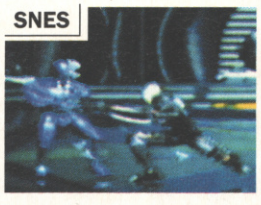
▲ The robot animation is superb. Just as impressive are the shadows beneath them which move perfectly in time with the action.

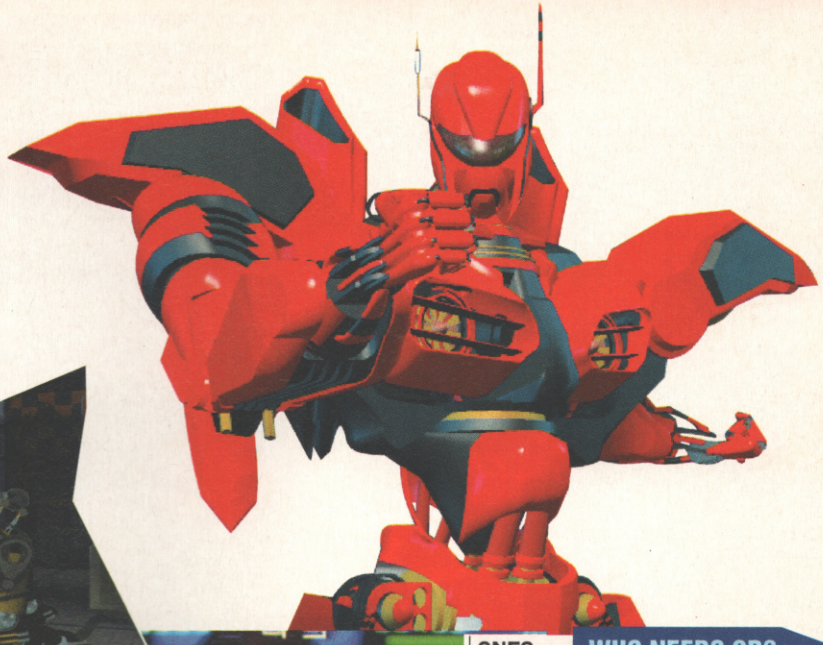
PC CD-ROM

PC CD-ROM

▲ The poor old loader is little more than a forklift with attitude, but it's a fairly bad attitude.

SNES



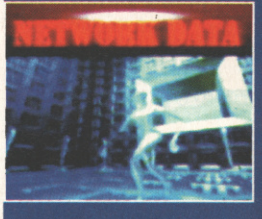


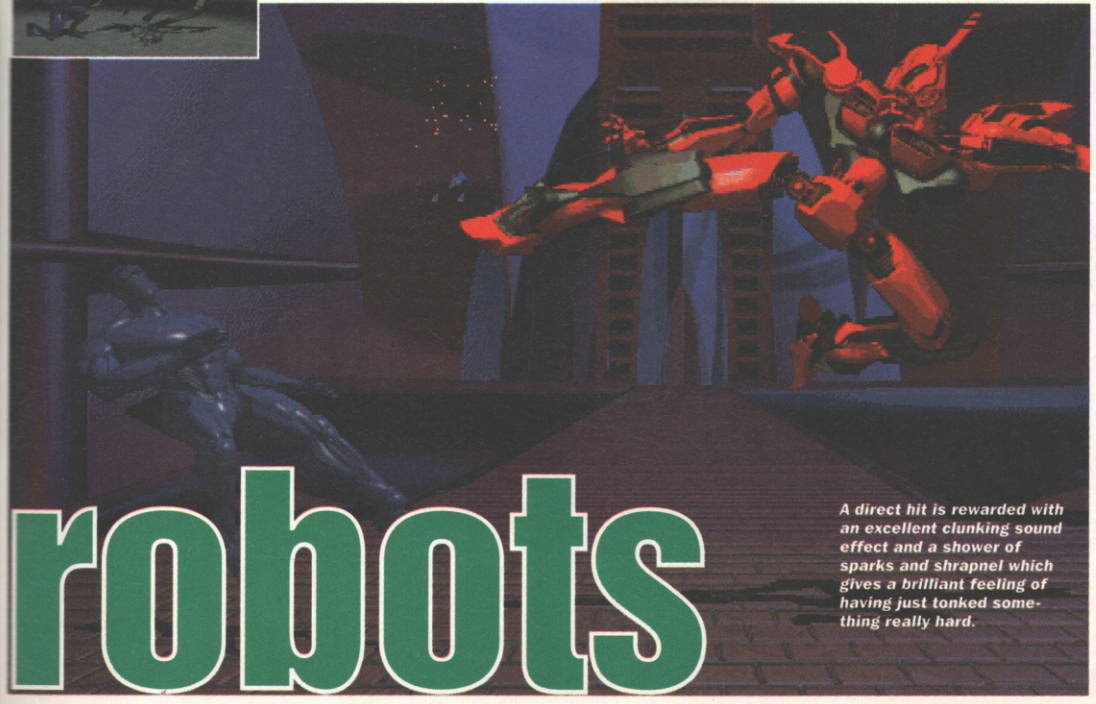
SNES

▲ The Japanese robot is the most formidable-looking opponent. He's armed with a vicious spinning kick.

WHO NEEDS CD?

Check these out! The SNES version of Rise features almost all the eye-popping cinematics from the CD versions – which add immensely to the game. These crop up before and after you encounter another robot, along with discriptions of their strengths and weaknesses.





robots

A direct hit is rewarded with an excellent clunking sound effect and a shower of sparks and shrapnel which gives a brilliant feeling of having just tonked something really hard.

COMING SOON... CD32 AND A1200

The A1200 and CD32 versions of Rise are almost complete and look every bit as good as their PC brother. The CD32 game will feature all the cut-scenes plus CD music, while as much as possible is being retained for the A1200 version.

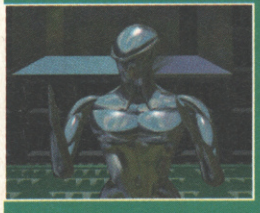
SNES

▲ *The flying head-butt is a great way to finish a bout, but if you miss-time it, you'll end up standing right in front of your enemy, perfectly lined up for a hit.*

Each victory is rewarded with an animation of your enemy short-circuiting, or your cyborg dissing them off some suitably high level. ▶

ON GUARD

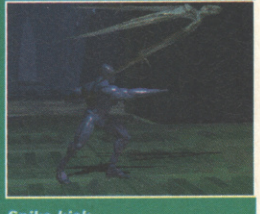
Lurking in the game's last level is the awesome supervisor – who makes all the robots that came before her look like Metal Mickey. Most of her attacks are based around the fact that she can morph, you can't, and that makes her much better than you. Here are a few moves and robos to be on your guard against.



The supervisor

Preying mantis

Claw punch

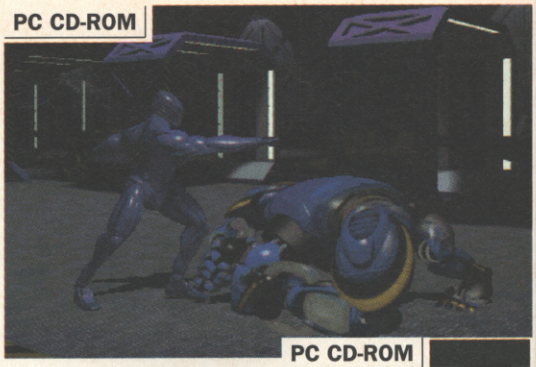


Spike kick

Killer floor kick

Energy morph

PC CD-ROM



▲ *What really separates Rise from other beat-'em-ups is the artificial intelligence routines used to determine how a robot attacks you. If you're pretty crap at fighting, you won't be overpowered with special moves and unstoppable attacks. However, try to be a smart arse and you can expect stiffer resistance.*

VERDICT

SNES

Technically this is probably the most advanced game ever, combining rendered graphics with the cut-scenes of the CD versions to produce a truly spectacular game. Although memory doesn't allow it, a few more characters would have been welcome, but the one's that are in there are varied, and dangerous enough to give you more than a run for your money. Don't expect SF2 or MK from this game, it's a completely different thing – something which is very much to its credit.

MARK PATTERSON

GRAPHICS	94
SOUND	92
PLAYABILITY	92
VALUE	91

OVERALL

91

SNES

▲ *The SNES version makes full use of the six-button pad to give you different strengths of moves.*

PC CD-ROM

▲ *The 3D rendered robots which feature in the cinematic scenes are the same as those in the main game.*

PC CD-ROM

VERDICT

PC CD-ROM

When a game takes as long as this to appear you take a guarded stance. Hopefully, even the most doubting journo will realise that the wait has been worth it. The CD-ROM version is the best beat-em-up the PC has seen. The control system gets around the PC's joystick button deficiency and forces you to think about your attacks rather than wade in mindlessly. As ever, it's the two-player mode which shines and finishes off what is an undoubtedly good game.

MARK PATTERSON

GRAPHICS	93
SOUND	92
PLAYABILITY	91
VALUE	90

OVERALL

90

LMP
GAMESTER
VIDEO GAME ACCESSORIES

POWER GRIP
RECHARGEABLE BATTERY PACK
COMPLETE WITH MAINS ADAPTOR FOR GAMEGEAR
FOR GAMEGEAR™

- ACCUMULATEUR RECHARGEABLE
- COMPLET AVEC ADAPTATEUR SECTEUR POUR GAMEGEAR
- WIEDERAUFLADBARER BATTERIESATZ
- KOMPLETT MIT NETZADAPTER FÜR GAMEGEAR

WIDEVIEW
SCREEN MAGNIFIER
2.5 X MAGNIFICATION FOR GAMEGEAR
FOR GAMEGEAR™

- AGRANDISSEUR D'ÉCRAN
- GROSSISSEMENT DE 2,5 POUR GAMEGEAR
- BILDSCHIRMVERGRÖßERUNGSGLAS
- 2,5-FACHE VERGRÖßERUNG FÜR GAMEGEAR

MEGA DRIVE CARRY CASE:
(Console and Games not included).

SUPER ACTION CASE:
CARRY CASE COMPLETE WITH SCREEN MAGNIFIER, POWERGRIP AND MAINS ADAPTOR,
(Gamegear, Games and Batteries not included).

CE

THE RANGE OF VIDEO GAME ACCESSORIES.
NOW AT A GAMES STOCKIST NEAR YOU!

LMP
GAMESTER
VIDEO GAME ACCESSORIES

STONEMASON'S HOUSE, 75 RAILWAY STREET,
HERTFORD, HERTS. SG14 1RD
TELEPHONE: 0992 503133 FAX: 0992 503061

■ PC

■ Shoot-'em-up ■ Virgin
■ £39.99 ■ OUT NOW
■ No other versions available
■ No other versions planned

Hell on Earth? Well let's hope so because an inumerable number of Doom junkies are waiting for their next fix, and if this is no good there will be Hell to pay...

doom 2

The sequel every PC owner has been waiting for is here. So, have we been given something radically different, or has programming team id Software taken the safe approach? Well, a quick glance at these screenshots should tell you it's very similar to the first. Again you move around in a real-time play area where the immediate objective is to find the exit, survive, slaughter hell-spawned demons and maybe collect a few bonuses. The more demanding player however, will choose to hunt out hidden doors and try to eliminate everything on the level. Subsequently, the appeal of Doom 2: Hell on Earth (to give it its full title), as before, is that there is always so much to explore and see and of course, lots of sadistic violence.

For this sequel the action is played across three stages, each with typically themed nasties: The City, The Space Station and Hell present increasingly complex maze structures to negotiate. It also ups your arsenal, with a new weapon – the double barrelled shotgun. It's more powerful than the original, which you can also select, but goes through ammunition at a rate of knots. A few new creatures have also been added, which are typically nasty and, generally, the game makes its predecessor look like a picnic. Doom 2 is certainly one of the most exciting 3D games available, and has a special atmosphere all of its own. But if you bought the full-price version of the first game, you might want to think twice before donning the knuckle dusters a second time.

▲ As before, the sound of your gunfire will attract more monsters towards you.

▲ This new baddie kills everything, including other monsters. Kill him and you can steal his chain-gun.

▲ New to Doom 2 are trap doors, which aren't visible until you fall through them.

▲ This monster reappears elsewhere when shot. He also brings dead monsters back to life.

▲ It's not always obvious which platforms can be raised and lowered. If you're stuck in the acid hit the nearest rock, it usually reveals a door or lift.

▲ As if there wasn't enough gore already, Doom 2 also has many corpses hanging around.

KILL OR BE KILLED

In case you've missed Doom before here's the complete line-up of weapons available for collection. Naturally bigger is better.

This weapon is only effective at close-range, and it takes quite a while to finish off monsters.

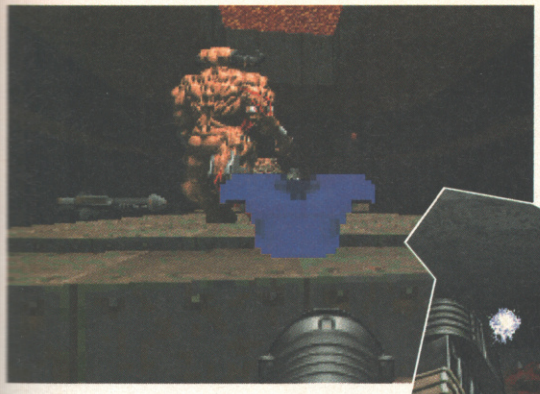
Out of ammo? Then use your fists, which are fortunately adorned with lethal-spiked knuckle dusters.

This is your default weapon, but it's not that powerful so only use it as a last resort when there's nothing else.

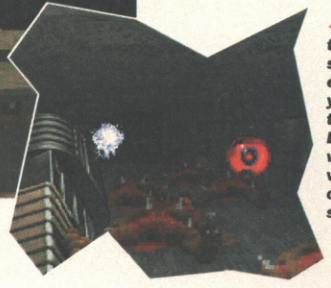
Make no mistake, the shotgun is one of the smartest weapons in the game, takes a second to reload though.

With twin barrels the shotgun can kill double the monsters but it uses double the ammo of its single barrel cousin.

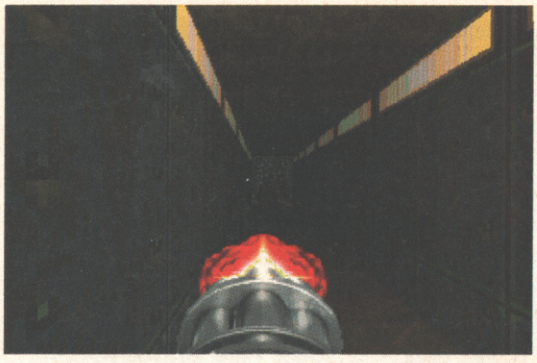
● GAME BY id SOFTWARE ● CONTACT VIRGIN 081-960 2255) FOR INFORMATION ● MULTIPLAYER VIA MOD OR NETWORK



▲ The graphical detail on this foe is particularly impressive, but as the collectable blue armour suggests, he's very difficult to beat.



◀ Collect the sphere to enhance your abilities. Learn what the various colours signify.



▲ Doom 2 has a lot more of these narrow corridors. If you need to pass through, make sure there's nothing hiding inside.

GUNS DON'T KILL - BULLETS DO

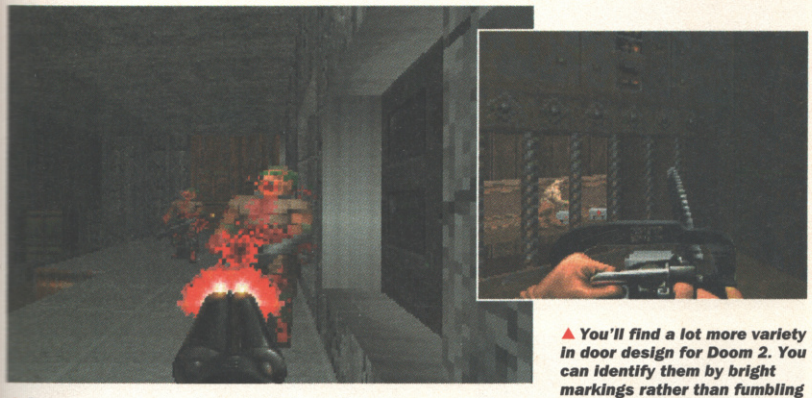
▲ You may recall these creatures from the end of the original Doom game. Expect to meet them often in Doom 2 and watch out for their fireballs.

▲ If you're in a room with barrels, be careful where you fire as they'll all explode in a chain reaction.

SECOND OPINION

This is one of those games upon which it's difficult to make an opinion; should it be criticised for being little different to its daddy or praised for being just that? I think the answer lies somewhere in-between, after all Doom is the original first-person perspective blaster and arguably the greatest PC game ever, but it is disappointing to get only one new weapon and a few new baddies and backgrounds. If you've not got the original then this is an essential buy, otherwise strictly for Doom junkies only.

RIK SKEWS



▲ One new weapon is all you get in Doom 2, but it comes with a lot more blood.

▲ You'll find a lot more variety in door design for Doom 2. You can identify them by bright markings rather than fumbling around walls hoping something's there.

▲ Stand under a door and you can shoot both ways.

▲ This chap is dangerous, try to blast him in the back.

VERDICT

PC

Doom 2 is more a case of Doom 1.5. Doom 2 is still the best game of its kind but it's definitely more of the same. There should have been completely new weapons rather than just adding an extra barrel to the shotgun. To be fair there are plenty of new baddies, but there's a lot more that could have been done here; why not two weapons at once – one in each hand? Anyway, I'll get off my soap box and say that if you like gore, you can't get much better than Doom 2.

DENIZ AHMET

GRAPHICS	92
SOUND	88
PLAYABILITY	90
VALUE	80

OVERALL

88

If you want to kill monsters in a real gory way, use the rockets for a quick death. Don't get caught in the explosion though.

The chaingun goes through ammo faster than any other weapon. It's brill for strafing a room full of monsters!

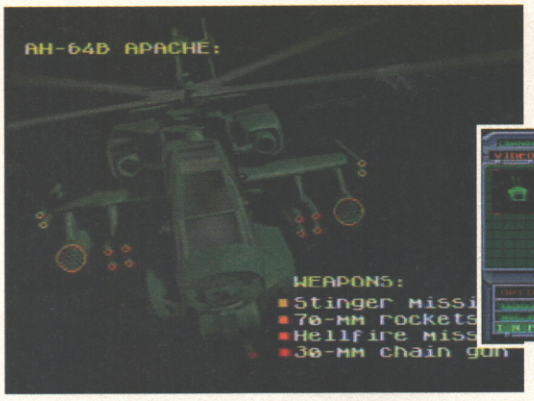
This is the fastest weapon of the bunch. It does a lot of damage, but doesn't feel as good as the shotgun to use.

Without a doubt the most awesome weapon of all. It's slow, but takes out an entire room in one shot.

■ MEGA DRIVE
■ Adventure/Shoot-'em-up
■ Time Warner
■ MD£44.99 ■ Out November
■ No other version available
■ No other versions planned

CVG HIT!

Some barmie commie needs sorting out; luckily you've got a big, sod-off, tooled-up Apache to help you out. Cue dialogue...



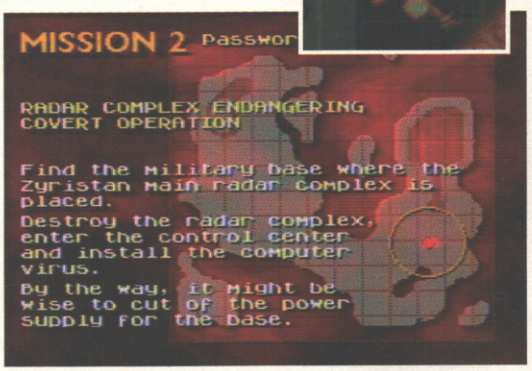
◀ *My missile preference has to be the Hellfire, it gets rid of the enemy instantly, and the cannon's good for destroying oncoming missiles.*

▲ *This is your info screen telling you what sort of infantry you're up against.*

red Zone

Red Zone. Remember the Cold War? It was the time when the Western super powers (and us) were at loggerheads with the Red Menace (the USSR et al) – this is all before Saddam and co raised their tyrannical heads. But slick German coding programmers, Zyrinx (yes, they of the brilliant Sub-Terrania fame) are obviously oblivious to that Wall coming down and have set their sublime new copter, top-down-view, 3D scoping adventure shoot-'em-up (and blimey that's a mouthful) on you trying to avert a radical communist party nuking the non-Marxist influenced world into a radioactive desert. Yeah, bad karma or what?

To aid your quest into the red zone (and 12 testing missions) is a nifty Apache helicopter that has more of an arsenal than north London. Said whirlybird helps you deal with outing radar installations, enemy personnel, tanks, armoured powerboats, supersonic aircraft and homing missiles. There is more than a similarity to Urban Strike here but Red Zone's 3D landscape scrolls around your chopper making it quite distinctive, and the flight control method is incredibly realistic. On-screen help and navigational aids are all just a button-press away and there are enough texture mapped explosions and atmosphere enhancing sound FX to keep you going until Sean Connery stars in the Hunt For Blue November, and God knows when that is.



▲ *It takes a while to suss your way round the map and learn where not to go if you don't want to end up as cannon fodder.*

◀ *When your cross-hair locks on target then just press that button B and it's a case of not-so-friendly fire time.*

ALTERNATIVE

AMIGA
■ Desert Strike
■ EA/£29.99
A perfect conversion of the classic Mega Drive original but tarnished by long loading times.
■ ISSUE 138: 88%

VERDICT

MEGA DRIVE

The stylistic FMV intro sets this game up. Luckily what follows more than lives up to the former because underneath these stunning graphics, stonking weapons and storming soundtrack is successful gameplay. Each of the 12 missions has its own individual appeal – the underground sections make a fab sub game. The control is innovative and the on-screen help aids you in mastering each level. The only irritation is having to switch to the main map to find out where you're going is too time consuming. Incredibly minor niggle aside though, if you bought Jungle Strike and want another chopper blaster that's rather phenomenal, then buy this.

GARY LORD

■ GRAPHICS	90
■ SOUND	88
■ PLAYABILITY	88
■ VALUE	89

OVERALL ■

93

THE RUSSKIES ARE COMING...

... and when you've endured this smacking intro you're going to have to do your utmost to avert nuclear mushroom cloudsville. So, as your gung ho contemporaries would probably say: 'Let 'em have it.'

● GAME BY ZYRINX ● CONTACT TIME WARNER (0604 602800) FOR INFORMATION ● CART SIZE: 16MEGS

■ SNES
■ Puzzle ■ Virgin
■ £Unconfirmed ■ OUT NOW
■ No other versions available
■ No other versions planned

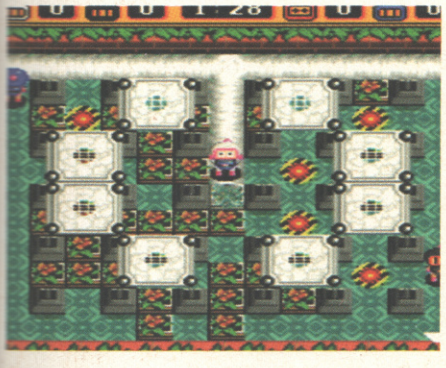
CVG HIT!

The Bombermen are back for Xmas. Trouble is, their presents tend to be of the exploding variety. Oh yeah, this message will self-destruct. Tick-Tock...

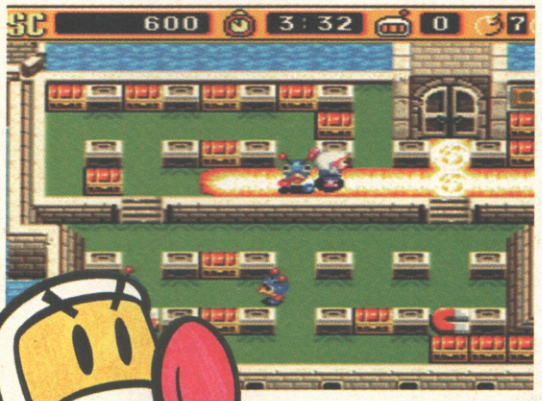
bomberman 2

Bombermen always blow-off. No, not like that. These guys hate their own kind so much that they spend all their time blowing each other up. The idea is that you plant bombs, dash behind a corner, and wait to see if a trapped or unsuspecting fellow Bomberman has been offed. With the collection of power-ups you can move faster, lay more bombs, increase the range of your bombs, or even sling them over walls for starters.

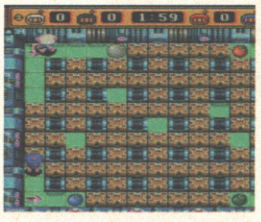
It's easier to blow yourself up than it is to force others into making that mistake. You might drop a bomb ahead of you, but another player might do the same behind you, and as you're always confined within a maze structure, escape may not be possible. Blow up parts of each maze to avoid getting trapped so easily, but that benefits the opposition too. Either way, there are so many intelligent opponents that you'll be forced to change your tactics just when you think you've got it sussed.

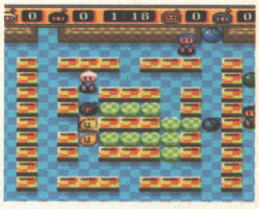


Dropping a bomb on the amplify token will give your explosions the maximum range and power. Make sure you keep clear.



In Bomberman 2 each player now has bombs of their own colour so you can see who's doing what.

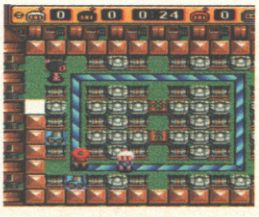




On many stages there are escape routes which you can take to wrap-around the screen and avoid potential bomb traps.

There are only ten stages in the Multiplayer mode (less than before) but they're filled with better ideas.

If you bomb the door here by accident you'll introduce even more enemy Bombermen. Try and work out what the magnets do.



Some stages have flowing streams of water or oil. You control the speed and direction you move by hitting the marked blocks. If you bomb the oil it'll set the lot on fire!

BLOW UP THE SCREEN

The major new addition to Bomberman 2 is that you now get scrolling stages. This one here is just three screens wide, but some are huge and shift in every direction. You need to be extra quick on these stages because the time limit becomes tighter.

VERDICT

SNES

The first Bomberman game was near-perfect, so I'll forgive Virgin for not altering the sequel significantly. The multi-screen stages and coloured bombs (so you can recognise each others' weapons) are great additions; but why dispose of some of the old power-ups? The one-player game has been enhanced, but Bomberman 2 is best suited to two or more players, and the number of stages in multi-player mode have been cut. Bomberman 2 had the potential to be one of the best games ever, but as it is, it's just very good.

DENIZ AHMET

■ GRAPHICS	83
■ SOUND	83
■ PLAYABILITY	93
■ VALUE	90

OVERALL ■

90

● GAME BY HUDSON SOFT ● CONTACT VIRGIN (081-960 2255) FOR INFORMATION ● CART SIZE: 8MEGS
SUPPORTS MULTITAP

BRITAIN'S BUBBLIEST AND BEST-SELLING SEGA MAGAZINE!

WITHOUT BEING TOO MODEST, MEAN MACHINES SEGA IS THE HOME OF THE EXCLUSIVE. IT'S FIRST FOR NEWS, PREVIEWS, REVIEWS AND GOSSIP — EVERYTHING THE DISCERNING SEGA OWNER NEEDS, IN FACT. GET THE COMPLETE GAMING PICTURE — GET MEAN MACHINES SEGA...
OUT THE 30TH OF EVERY MONTH.

MEAN
MACHINES
SEGA

GREAT COVERAGE

You spend ages choosing the right PC; the machine which delivers the best performance for money, one which can keep you ahead of the crowd, and most importantly, a machine which you can be proud of owning.

Shouldn't you be as discerning when you choose a magazine to keep you informed and entertained?

PC REVIEW is the magazine which has been designed with all your needs in mind. It covers the latest technology and software, including the best games and how to play them. It also delivers the hottest previews and reviews of the latest developments in the PC arena. Whether you're an old hand or a new user, PC REVIEW delivers the expert coverage you need to get the most from your machine.

If you're switched on to PC, get switched on to PC REVIEW!

OUT ON THE 15TH OF EVERY MONTH!

■ 3DO

■ Sports ■ EA
■ £54.99 ■ Out Now
■ SNES, Mega Drive, Mega-CD, and PC versions available
■ Amiga version planned

CVG HIT!

If you're after a game which is a quantum leap ahead of the rest, then FIFA 3DO is definitely one to admire. But can it steal the footy crown from Sensi?

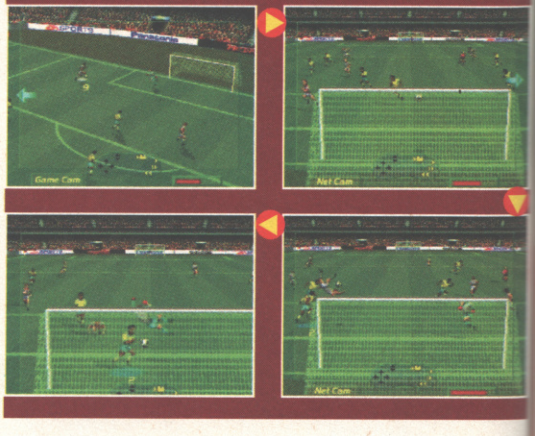
fifa soccer

▲ When you change tactics the players automatically move into their new positions, which is useful for seeing who plays where and for making sure they're in the best positions to match the other team.

One of the key features of the game is the incredible sound. It's almost worth buying a surround sound TV for!

WHO NEEDS SKY?

FIFA 3DO recreates the real game better than any other computer footy sim yet seen. Here's a look at another goal being scored. All it lacks is Sheepskin Motson providing the commentary.



There's no denying that FIFA Soccer is great fun to play, but there was always the niggling doubt that it was the graphics that made the game appeal, and not the gameplay. Not any more mate. Sure the 3DO version has remarkable graphics, but *the* most importantly features are the intelligent players and the incredibly realistic gameplay.

The basic gameplay engine is similar to the 16-bit versions, although there are noticeable refinements, especially in the intelligence of the computer players. EA has also dumped the three-quarter perspective view of the previous FIFA games and provided multiple camera views, from bird's-eye down to an on-the-ball viewpoint. This isn't just a neat graphical gimmick though, it genuinely comes in handy for judging where both your own and your opponents' goalies will place the ball, as well as making corners and throw-ins easier. The presentation is enhanced even further by heaps of FMV clips from famous football matches and Dolby Surround sound. Best of all is the multi-player game which supports up to six human players at once in various combinations of one to six a-side.

▲ Every camera view is useful for a particular section of the game. The End Zone Cam, shown here, is particularly useful when kicking off.

POINTS OF VIEW

FIFA 3DO is immediately distinguishable by its variety of camera angles. They're put to especially good use when a goal is scored.

Tower Cam view – The number 11 is closing down the opposition defender...

Free Cam view – Now the number 11 is going in for a tackle...

Use the coverage screen for positioning your players. Especially useful for making sure your attackers don't end up offside.

● GAME BY EA SPORTS ● CONTACT EA (0753 549442) FOR INFORMATION ● GAME SIZE: ONE CD

◀ *Thankfully the FMV scenes can be skipped through, but they're all taken from classic football matches and well worth watching a few times.*

TEAMING WITH FMV

There's plenty of full motion video from famous footy moments to gawp at. Although chunky, it's pretty impressive considering it's running without an FMV board. Here's a typical sequence taken from the end of a half.

▲ *The sideline view looks beautiful but it's very difficult to play with.*

IT'S HOME AND IT'S AWAY

▲ *Unlike every other footy game, the ref in FIFA 3DO is on-screen at all times. And just like the real thing he even gets in the way.*

COMING SOON

SNES

■ **International Superstar Soccer**

■ **Konami**

Looks like being one of the most playable footie games yet. Superb animation and an elegant range of moves make tackling a real joy – plus there's oodles of realism. Even promises to feature recognisable players too.

■ **EXPECTED RELEASE: JANUARY**

▲ *The graphics in the throw-ins and corners can be panned round to judge where best to place the ball. It all moves very smoothly too.*

SECOND OPINION

With a variety of camera angles and realistic CD sound the gameplay experience in FIFA 3DO is totally absorbing. It's fast too, with detailed player sprites and responsive controls. You also feel you're more in command of the players in this version, so unlike other FIFA games, here you actually feel in control of the ball – but still not quite enough. The only other niggle I have is if you're linked up with other players you end up fighting over which viewpoint to go for! Overall the best version of FIFA by a mile and several hundred yards.

DENIZ AHMET

▲ *Use the scouting report to check out the strengths and weaknesses of each team.*

OTHER VERSIONS

The other FIFAs' play is akin to the 3DO version, but the biggest difference is obviously in the graphics: no animated shadows and a fixed viewpoint. All are jolly good fun, though.

SNES
● ISSUE 151 ● 90%

MEGA DRIVE
● ISSUE 145 ● 91%

PC
● ISSUE 154 ● 89%

VERDICT

3DO

I'm not the biggest fan of 16-bit FIFA having felt that it lacks control. I was surprised, then, by how much I enjoyed this version, especially given the 3DO's iffy joypad. The controls are great while the graphics and sound are not just icing on the cake, they add substantially to the realism and fun of playing the game. While I still prefer Sensi this is the next best thing and a fantastic next generation game which should persuade a few people to buy a 3DO.

RIK SKEWS

GRAPHICS	93
SOUND	91
PLAYABILITY	92
VALUE	91

OVERALL

92

Game Cam view – The number 11's won the tackle and passes it to the number 10...

Game Cam view – 11's run into clear space and 10 delivers a beautifully weighted pass.

Game Cam view – he shoots from a long way out, but it's looking good...

Net Cam view – what better angle to watch a remarkable Goooooal!

● FIFA HAS NOW SOLD MORE THAN 500,000 COPIES ● RIK AND DENIZ NOW ACCOUNT FOR TWO OF THOSE

X-CITING! X-CEPTIONAL! X-TRAORDINARY

MARVEL COMICS

X-MEN™

ON VIDEO

THE MIGHTIEST MUTANTS IN THE KNOWN UNIVERSE ARE NOW ON VIDEO

SABAN

AVAILABLE 10TH OCTOBER — AVAILABLE 14TH NOVEMBER

PolyGram Vid

X-TRACT THEM FROM A VIDEO STORE NEAR YOU OR B

TELEPHONE ORDER HOTLINE 0733 232800. RRP £9.9

© 1994 Marvel Entertainment Group Inc. All Rights Reserved. MARVEL COMICS, X-MEN, SENTINELS and all other character names and all other distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with per

■ CD32

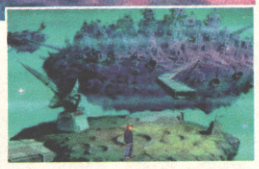
■ Arcade Adventure ■ Core
■ £39.99 ■ Out now
■ Amiga, A1200 versions also available
■ PC version planned

universe

With Universe Core Design showed what's possible with an A500, will the CD32 be as breathtaking?

As long as a hard drive drive is to hand, Beneath a Steel Sky is still the best example of the arcade adventure at present. Universe comes a pretty close second though, thanks primarily to its great plot and gameplay, but also because it seemingly squeezes every last drop of power out of a basic A500. With a more technically more sophisticated machine like the CD32 it seems only right to expect more brilliance. Sadly, this is a direct port, with CD music being the only enhancement. Still, the gameplay remains excellent, casting the player as a teenager blasted into another dimension after tampering with his mad uncle's time machine. The player must not only attempt to get home but also help out the oppressed inhabitants of this other universe.

Collect everything on the planet and I mean everything. You never know when a bit of rubbish might come in handy..



TELL ME A STORY...

The intro is in the style of a book with the pages flipping as the story progresses. This is one of the few sections of the game where the CD music is more atmospheric than the original chip tune.

COMING SOON

PC
■ Universe
■ Core Design

Graphically much the same, although the 256 colours will be real rather than the clever programming tricks used in the A500 version. And time permitting it will feature digitised speech too.

■ EXPECTED RELEASE: NOVEMBER

VERDICT

ARCADE

This is just another straight port, and I'm sure CD32 owners demand and expect more. The CD rave tracks are on the whole poor and nowhere near as atmospheric as the original chip tracks. There's no denying the game itself is brilliant, but if more of the CD32's power had been utilised it could have been really special. Something like digitised speech would make a lot of difference. Recommended, but if you've got an Amiga as well, get that version instead.

RIK SKEWS

■ GRAPHICS	90
■ SOUND	88
■ PLAYABILITY	85
■ VALUE	81

OVERALL ■

83

■ GAME BOY ■ SUPER GAME BOY

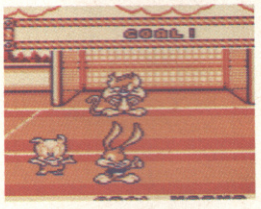
■ Sports Game ■ Konami
■ £24.99 ■ Out November
■ No other versions available
■ No other versions planned

tiny toon adventures-wacky sports

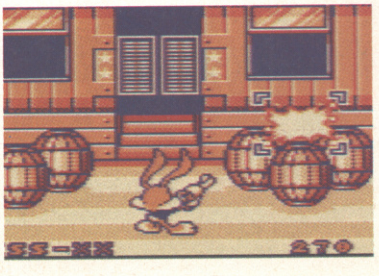
Buster, Babs & Co compete in a full blown sports competition inside the miniature Game Boy...

Tiny Toon Adventures – Wacky Sports follows along a similar line to Acme All Stars on the Mega Drive. It's not the same though, the reason being that Konami develops games according to the strengths of each particular machine. So instead of in-depth basketball and football games what's here instead are two different sports festivals. Carnival is simply two different variations on the Lethal Enforcers theme but sports festival is more substantial, consisting of six different sports events like soccer, basketball and golf. The events are predominantly reaction-based though, rather than full games, with the aim generally being to score a quota of goals, baskets and so on within a time limit or number of chances.

▲ *A bit of maths is called for in the basketball game. Work out the optimum speed and height angle and the ball will go in every time.*



◀ *Thankfully Buster Bunny takes a better penalty than Teddy Sheringham!*



◀ *One of the carnival levels sees the player indulging in this Lethal Enforcers -type blaster.*

ALTERNATIVE

MEGA DRIVE
■ Tiny Toon Adventures-Acme All-Stars
■ Konami/£39.99

Opinions are divided in the office over this one, but I think it's pretty good. It contains an average basketball game and a great football game.

■ ISSUE 156: 84%

VERDICT

GAME BOY

This isn't really a game as such, more a number of reaction tests sequenced together. As a whole it works well, with competent graphics of Buster, Babs and gang, clear backdrops and smooth scrolling. Ignoring the cuddly characters which suggests this is for the young, it's difficult to see who this game is aimed at, as the events range from ridiculously easy to very tough. One of those titles that won't be played regularly but will be dug out from time to time.

RIK SKEWS

■ GRAPHICS	78
■ SOUND	76
■ PLAYABILITY	77
■ VALUE	79

OVERALL ■

78

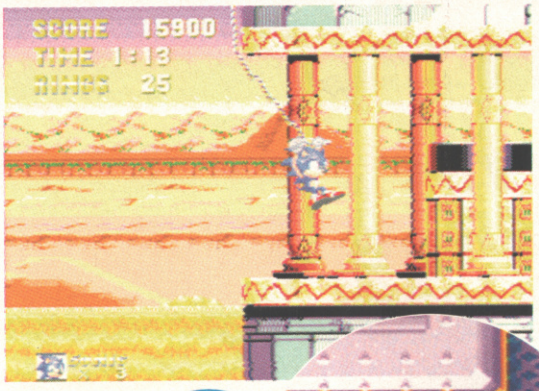
■ MEGA DRIVE

■ Platform ■ Sega
■ £Unconfirmed ■ Out Now
■ No other versions available
■ No other versions planned

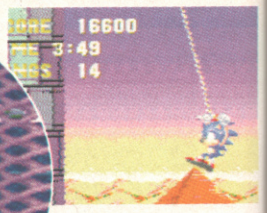
CVG HIT!

He started life as a Rastafarian mole bit-player, but now Knuckles – a red echidna in his final screen persona – is ready to upstage Sega's biggest star in its Christmas biggie...

sonic & knuckles



◀ *This is a shot from one of the abseiling sections found in the Sandopolis Zone. There's not much to them, but they're quite enjoyable.*



▲ *More abseiling tomfoolery for the spiky one.*

▲ *The Sonic 3 slides return, but they're now sand not snow.*

Sonic & Knuckles is a plug-thru cartridge which is backwards-compatible with the spiny one's last two encounters, adding new characters and levels to the old games. An 18-Meg game in its own right, it also heralds the arrival of Knuckles (previously a misguided villain in Sonic 3) as a player character, while Tails, who no-one really liked that much, joins the ranks of washed-up videogame heroes.

Whilst Knuckles has a wider range of powers and abilities than Sonic, being able to tunnel, climb and glide with the aid of his hands, the route he takes through the levels is different to that of Sonic, making it a different game depending on who is you select.

If you don't want to play Knuckles, watch your back. When controlled by the computer he reverts to his previous affiliation with the evil Dr Robotnik making Sonic's life difficult. As always, the main challenge in Sonic & Knuckles comes from the bosses. Unlike Sonics 2 and 3 though, there's no Tails to help you out if things get tricky.

Whilst Sonic is certainly an affable character, the real appeal of his games lies in the imaginative hazards sprinkled throughout each level. The designers have obviously been hard at work, as this latest installment in the Sonic series features a wealth of inventive obstacles.

▲ *It wouldn't be a Sonic game without plenty of speed ramps.*

BONUS ROUND

There are two new bonus rounds in Sonic & Knuckles, each of which yields a fat pile of power-ups to those with skilled joypad fingers.

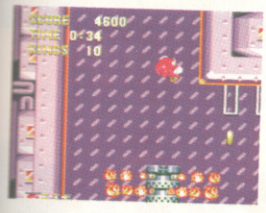
The fruit machine round is "borrowed" from Sonic 3...

... and is probably the easiest Sonic bonus round yet.

● CONTACT SEGA (071-373 3000) FOR MORE INFORMATION

▲ The first boss you encounter is ever so simple to destroy, just keep bouncing on his metallic head....

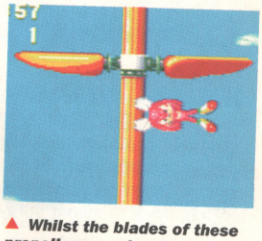
▲ Sonic deftly avoids the whipping, stinging tail of the evil robot scorpion.



▲ The flame-throwers pictured here spring Sonic to heights which Knuckles is easily able to climb to.

◀ If you need to reverse your trajectory whilst travelling at speed, grab one of these poles and spin around.

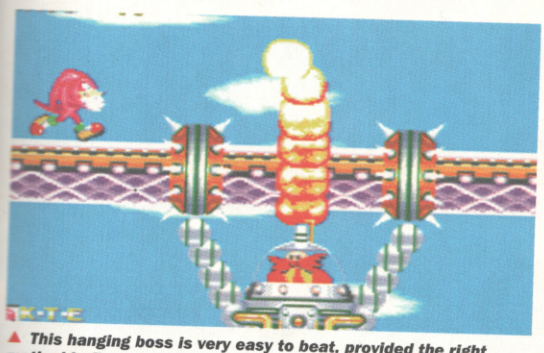
▲ It doesn't matter if you're Sonic or Knuckles, running around loops is fun whoever you play.



▲ Whilst the blades of these propellers are deadly, the spinning of the shaft can be used to spring yourself off in all manner of kooky directions (left and right, for example).

GET THIS, KNUCKLE-HEAD

▲ Take out the radar to complete the level.



▲ This hanging boss is very easy to beat, provided the right method is figured out! Otherwise it never stops firing its flame thrower which results in crispy death sooner or later.

ALTERNATIVE

MEGA DRIVE

- **Dynamite Headdy**
- **Sega/£59.99**

A platform game that redefines the genre. Amazing variety, weird graphics and sound lead to an exceptional cart and an antidote to Sonic-mania.

- **ISSUE 155: 92%**

SECOND OPINION

With the short time since Sonic 3, I expected Sonic & Knuckles to be scrappy – it isn't. The graphics have been overhauled and look very distinctive. While the main game is unoriginal it does introduce new ideas like the pulley system. The backwards compatibility is what makes the game however. While Sonic 2 is no great shakes, Sonic 3 is even more fun than before when playing as Knuckles. Don't take it any further Sega, this makes a great conclusion to the series.

RIK SKEWS

VERDICT

MEGA DRIVE

Whilst the format of the Sonic games is starting to look a little dated right now, it's hard to knock Sonic & Knuckles simply because it's so much fun to play. The level of challenge isn't exactly formidable if you only have this cart, but when combined with the earlier Sonic adventures, this is one of the best titles in the series available. It certainly delivers in the value for money department too, it's great to dig out those old Sonic classics again!

RAD AUTOMATIC

- GRAPHICS 91
- SOUND 90
- PLAYABILITY 90
- VALUE 92

OVERALL **91**

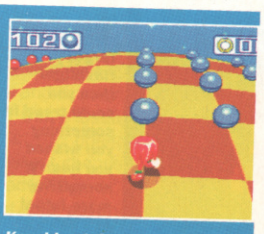
BACKWARDS COMPATIBILITY

Now you can play new versions of Sonic 2 & 3...

The first thing you'll notice are the different title screens.

In Sonic 2 you can now play as Knuckles. Huzzah!

Playing as Knuckles in the first level of Sonic 3.

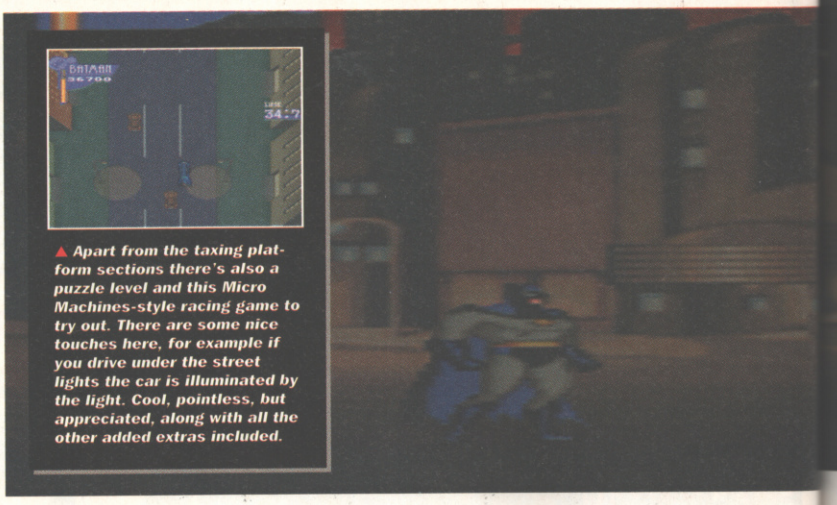


Knuckles takes part in the bonus round from Sonic 3.

● GAME SIZE: 18MEGS ● ONE PLAYER GAME – CART FOR THE LONER!

SUPER NES

Platform ■ Konami
£59.99 ■ Out Now
No other versions available
No other versions planned



▲ Apart from the taxing platform sections there's also a puzzle level and this Micro Machines-style racing game to try out. There are some nice touches here, for example if you drive under the street lights the car is illuminated by the light. Cool, pointless, but appreciated, along with all the other added extras included.

the adventures of batman

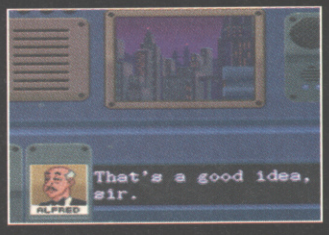
CVG HIT!

Konami has devised all sorts of fiendish levels and supervillians to test the guile of the Darkest of Knights, the inimitable Batman...

On 1988 the naff Adam West Batman memories were ousted once and for all – replaced by the Gothic, dark and mysterious film by Director Tim Burton, which featured an excellent soundtrack from his Princeness, Symbol. The recent cartoon series continues in the cool tradition, and it is the latter on which Konami has based its superlative new platformer upon.

Konami seems to have taken its time to produce an action platformer that is highly polished. Obviously you control the Caped Crusader, as he plows through eight huge levels of taxing, platforming gameplay, facing all of Batty's adversaries: The Joker, Catwoman, Penguin. The sprite is highly manoeuvrable; Batman can dispose of baddies with a plethora of different moves, aided by a Utility Belt comprising of a Batarang, gas mask, smoke bomb to mention just a few; no shark repellent spray here thank you very much.

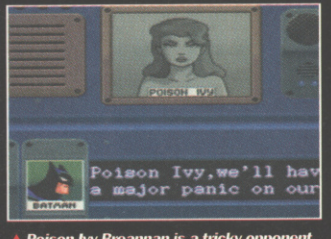
TURN YOUR BAT RADIO ON



▲ All the Batman characters appear.

▲ The game has a real 1950s comic feel.

▲ The Joker is your first adversary.



▲ Poison Ivy Breannan is a tricky opponent.

What the heckity heck is going on? There you are relaxing in the Bat Cave with your copy of Nocturnal's Monthly, but all you keep getting is dozens of pleas for help from that infernal Bat Radio, telling you precisely what the villianry's afoot and how best to tackle each superfoe.

◄ You need the right tools for job, and if you forget your flashlight then you could tread in something you wished you hadn't; something more lethal than what the local mongrel left down the park.

▲ Batman is one seriously manoeuvrable sprite. It's worth having a quick mess around with the moves to find the easiest way of getting rid of mobsters like this character that Spikey Ears has just grabbed hold of.

▲ Learn how to do Battie's throw because then you can pick up this guy and throw him into his on-coming mates.

GAME DESIGN BY KONAMI ● CONTACT KONAMI (0895 953000) FOR INFORMATION ● CART SIZE: 16 MEG

rand robin

"To the Batmobile Robin..."

▼ Shennanigans afoot for his nocturnalness, el batto....

ALTERNATIVE

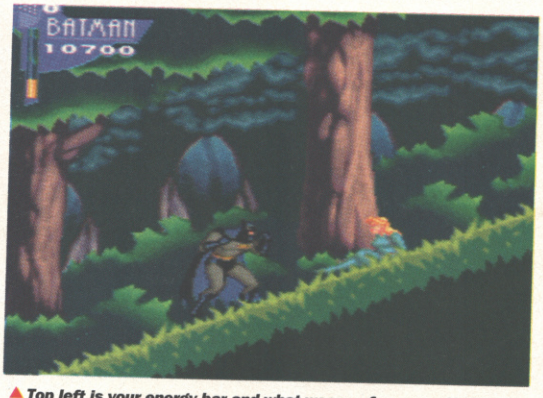
MEGADRIVE

- **FLASHBACK**
- **DELPHINE/£39.99**

Similar to Konami's new Batman. Stunning sprite animation makes it one of the most distinctive platform games on the Mega Drive.

- **ISSUE 138: 94%**

▲ *He may look all smiles but if he sticks that pole where the sun don't shine then you're History, or some other subject, like Geography.*



▲ *Top left is your energy bar and what weapon from your Utility back is currently active. Your spray gun should get rid of Poison Ivy.*

◀ *One minute you're racing in side-on (inset) view and next you're in Mode 7 Land head-on in this dramatic confrontation with Mr Happy himself.*

SECOND OPINION

Apart from the old Ocean isometric platformer, nobody has ever done justice to the Caped Crusader in a computer game – until now that is. Batman and (unfortunately) Robin is a fantastic example of imaginative game design combined with brilliant graphics and stunning programming and the sort of animation that's usually only the domain of a Delphine game. It's also challenging right from the start, which makes a pleasant change for a game of this type. They've really taken advantage of the cartoon to make Batman into a border-line psychopath with decent weapons and martial arts moves available. A great licence that's been made into an even better game.

MARK PATTERSON

VERDICT

SNES

This a great SNES game, and Konami has more than done the licence justice with a cracking soundtrack that helps set the tone for the accurately depicted Batman characters and sets. Many of Batman's psycho enemies have been included and the prerequisite Mode 7 touches are here – the roller coaster section is very similar to a stage in Probotector (page 94). But the scene-setting pieces of text can irritate after a while, and more variations on the levels would have been appreciated; but on the whole what you get is a well-rounded package.

GARY LORD

GRAPHICS	88
SOUND	89
PLAYABILITY	80
VALUE	79

OVERALL

91

*No Deposit Buy

GET SERIOUSLY R·E·A·L FOR 6 MONTHS

Too Good to be True! Not a bit of it. Order the amazing Panasonic 3DO complete with a FREE Copy of the Cult Game Mega Race and use it for 6 long months before you pay a penny. After 6 months you use our easy payment terms.So, why save up for the most desirable games system on the planet when you could be using it for 6 months for nothing. Latest CD Technology: the Panasonic 3DO plays State of The Art CD Games and audio CD Disks in Full Digital Stereo sound .

* 32 - BIT RISC BASED SYSTEM
* PROCESS 6 MILLION INSTRUCTIONS & 64 MILLION PIXELS / SEC
* DOUBLE SPEED CD DRIVE + 3MB RAM

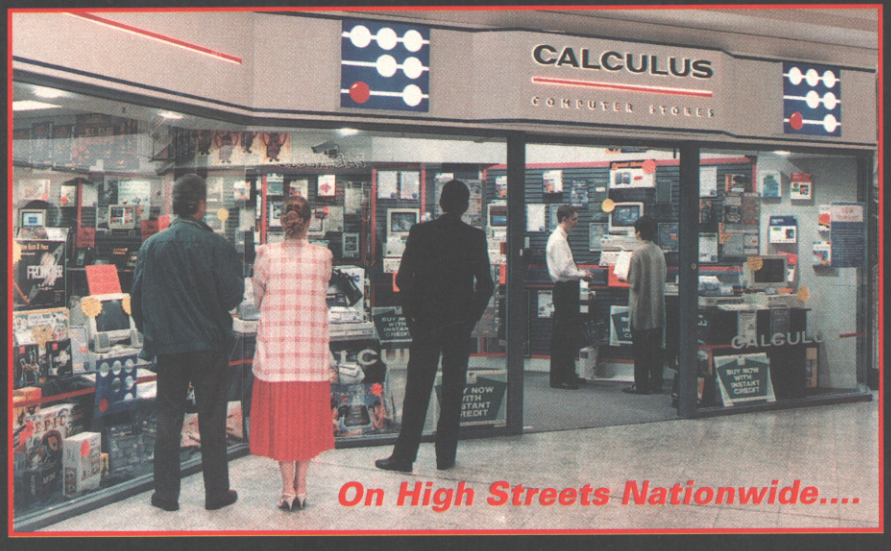
PANASONIC REAL 3DO CD GAMES SOFTWARE

Escape from Monster Manor	£39.99	The Horde	£39.99
John Madden Football	£39.99	Star Control II	£39.99
Road Rash: Blood of the Couriers	£44.99	Pa Taank	£39.99
Shock Wave	£44.99	Super Wing Commander	£39.99
Twisted	£39.99	Theme Park	£44.99
Mega Race	£39.99	20th Century Almanac	£49.99
The Animals	£49.99	Another World	£39.99
Dragons Lair	£39.99	Sherlock Holmes	£39.99

Ring for comprehensive software list. Software titles are subject to change

FREE MegaRace
(Titles may vary as new games are launched.)

£399.95



1st Option

Call into your local Calculus Store or phone our Mail Order number to order your Panasonic 3DO and software titles. Sign our credit form confirming the period over which you wish to pay. Once we have received a good status report the Panasonic 3DO is yours to enjoy.
confirm your easy payment term.
A. Choose easy payment terms* of your choice from 6 to 36 months.

PRESTON
St Georges Centre, Preston Lancashire
TEL: 0543 418666

SHEFFIELD
67 The Moor Sheffield South Yorkshire
TEL: 0742 721192

SUTTON COLDFIELD
80 The Parade Sutton Coldfield
West Midlands
TEL: 021 355 4839

TAMWORTH
Unit 34 Ankerside Shopping Centre
Tamworth
TEL: 0827 67776

WALSALL
48 Park Mall Saddler Centre Walsall
TEL: 0922 21700

WARRINGTON
52 The Mall Golden Square
Warrington Cheshire
TEL: 0925 575055

WIGAN
18a The Galleries Shopping Centre
Market Street Wigan
TEL: 0942 323913

ALTRINCHAM
59 George Street
Altrincham Cheshire
TEL: 061 929 7433

BURTON-UPON-TRENT
Unit 30 Octagon Centre New Street
Burton upon Trent Staffs
TEL: 0283 517505

COVENTRY
Unit 24 Orchard Walk Orchard
Shopping Centre Coventry
0203 520778

HULL
Unit 11 Princes Quay Hull
TEL: 0482 585100

LEEDS
11 Albion Arcade
Bond Street Centre Leeds
TEL: 0532 454098

MAIDENHEAD
6 Nicholson Walk
Maidenhead Berkshire
TEL: 0628 770768

NORTHWICH
85 Witton Street Northwich
Cheshire
TEL: 0606 47883

OLDHAM
The Spindles, Oldham.
Lancashire TEL: 061 6270822

* Subject to Status. Written Details upon request

CALCULUS

NOW PAY LATER.

TAME A JAGUAR FOR 6 MONTHS

NO DEPOSIT, INSTANT CREDIT, NO STRINGS ATTACHED

ted the number 1 games system. The all new UK version Jaguar has at last arrived in Calculus Stores, complete with e latest software direct from the States. Every Jaguar sold by Calculus comes with a FREE copy of Cybermorph. So, n't hesitate when you could be taming a Jaguar for 6 months for nothing.

FREE Cybermorph

£229.99

* 64BIT * 16.8 MILLION COLOURS

* 16 BIT CD QUALITY SOUND

JAGUAR CARTRIDGE GAMES SOFTWARE

Crescent Galaxy	£35.00	Wolfenstein	£49.00
Raiden	£35.00	Alien vs Predator	£54.00
Dino Dudes	£35.00	Club Drive	£49.00
Tempest 2000	£49.00	Chequered Flag	T.B.A
Kasumi Ninja	£49.00	Doom	T.B.A

Jaguar Controller £19.99

2nd Option

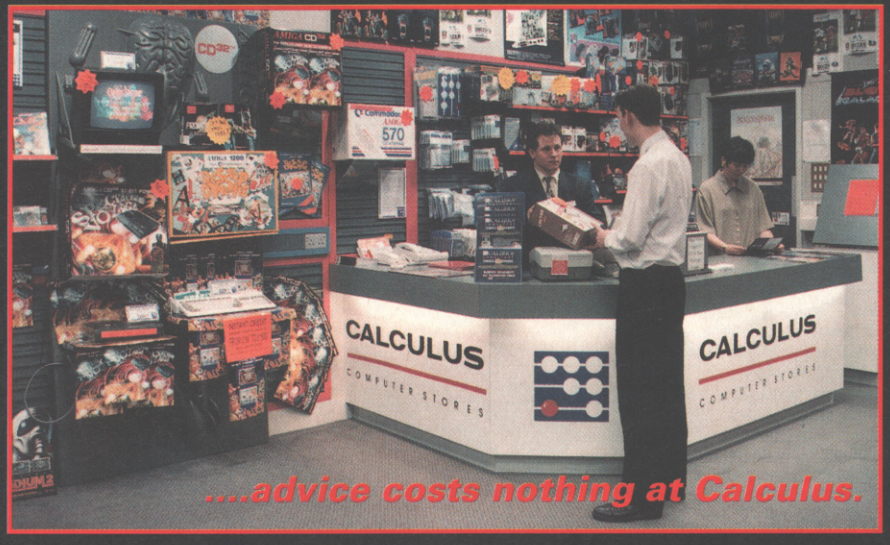
PAY IN FULL NOW.

We accept Access and Visa Cards or a cheque. put your cheque guarantee card number on the back of your cheque for an instant status cheque otherwise allow 5 days for clearance. Mail order goods are normally dispatched the day that an order is cleared and delivered Nationwide by Securicor

HINTS AND TIPS

If you are visiting a Calculus Store, bring a cheque guarantee card and proof of identity for Instant credit clearance. Otherwise it can take upto 24 hours but you must be over 23 and in Full Time Employment.

*APR 29.9%



PHONE OUR MAILORDER NUMBER 0543 419999

3.CVG.94

MAIL ORDER FORM OR PHONE 0543 419999 FOR CREDIT DETAILS

CALCULUS COMPUTER STORES, RINGWAY IND. EST., EASTERN AVENUE, LICHFIELD, STAFFS. WS13 7SF

Panasonic	£399.95
Atari Jaguar	£229.99
Jaguar Controller	£ 19.99

3DO CD SOFTWARE

1. Escape from Monster Manor	£39.99
2. John Madden Football	£39.99
3. Road Rash	£44.99
4. Shock Wave	£39.99
5. Twisted	£39.99
6. Theme Park	£44.99
7. Super Wing Commander	£39.99
8. The Animals	£49.99
9. The Horde	£39.99
10. Star Control II	£39.99
11. Pa Taank	£39.99
12. 20th Century Almanac	£49.99
13. Another World	£39.99
14. ----------	£-------

JAGUAR CARTRIDGE SOFTWARE

1. Tempest 2000	£49.99
2. Wolfenstein	£49.00
3. Alien V Predator	£54.00
4. Tempest 2000	£49.99

I enclose my cheque for £.....

Visa /Access No

Expiry Date...../...../.....

TOTAL £

Name .....

Address.....

.....

Postcode.....TEL.....

Write your cheque guarantee card number and name and address on the back of your cheque and we can normally despatch goods the same day otherwise allow 7 days for cheque clearance.

CALCULUS

■ 3DO
■ Beat-'em-up ■ Universal Interactive Studios
■ £54.99 ■ OUT NOW
■ No other versions available
■ No other versions planned

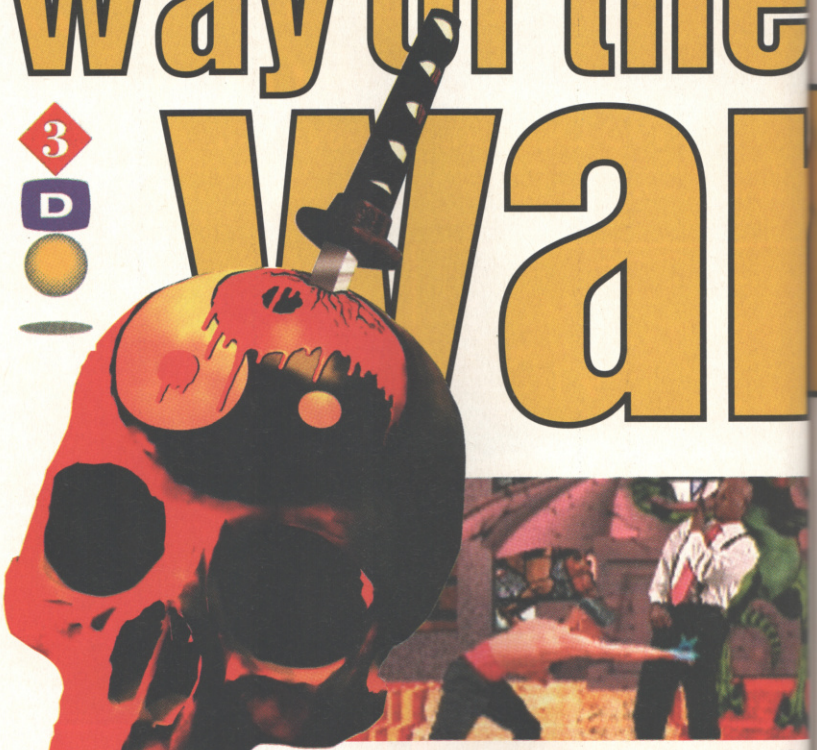
way of the War

Not just another beat-'em-up but a game that has taken the best bits from its rivals and put it on the formidable new 3DO...

Just how do you improve on a genre that has been done to death by the biggest software houses in the world? Well one answer is to try the same format but on a new machine. The game we have here for the 3DO is a beat-'em-up which has borrowed ideas from the best games in the genre and merged them on to a single CD, presenting more moves and more variety than we have ever seen before.

To get you in true beat-'em-up mood, the plot tells of nine warriors who have gathered to battle for a place in The Book of Warriors. End plot. Battles follow the usual three-round rule and are set against a backdrop of arenas burdened with dangers such as lava and treacherous falls. Each of the warriors has a staggering range of moves – some as many as 80 different ones! As if all this wasn't enough though, additional power-ups drop in from the sky making you invisible, invincible or just stronger. Like Art of Fighting, the camera is constantly zooming in and out of the action, effortlessly handling fast sprite-scaling and providing a really frenetically paced game.

Way of the Warrior has masses of combination moves and has the sort of fatalities that would make Mortal Kombat quake with fear. You don't get more gore than this, which, on its own, is a good enough reason to rush out buy it.



▲ Ouch! Dragon is super-fast and throws fire balls (and he can hit you with his fist in the flaming, fleshy ones, too)....

▲ Straight off the farm comes Konotori. He's good at throwing those razor sharp fans and slashing opponent's necks at arms' length. Up close his moves are backhand, hat slash, fan slap and fan swipe.

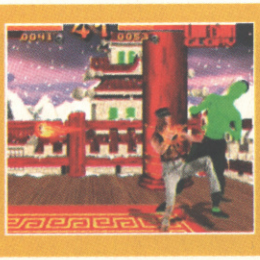
Crimson Glory is a modern cowgirl and is the sort who never played with toys and always beat up lads when she was young. Her moves are based on wrestling and boxing and she's the best at blocks. Up close her moves are the elbow, suplex, strangle, head butt and lethal back break.▼

◀ They call him Shaky Jake and this Australian can breathe fire, fly and attack you with his stick.

▲ Major Gaines is an English SAS nutter who slings grenades at you and gives himself steroid boosts to grow in size and strength. Up close his moves are ear swat, suplex, knee and knee drop.

HEAD AND SHOULDERS

Every move in this game earns you skull points for the complexity and damage of the attack. You can use these skull points at any time to activate special moves. Each move requires a different combination of keys – and you have to find them out. The greatest number of skull points are awarded for killing enemies. You perform fatalities when your opponent's energy bar is flashing and if you manage to off your foe, you'll win the rounds automatically.



● GAME BY UNIVERSAL INTERACTIVE STUDIOS ● CONTACT COMPUTER EXCHANGE (071-636 2666) FOR IMPORT COPIES

rior

▲ Each character has between 60 to 80 moves available. The easy ones use Street Fighter moves like forward and reverse fireballs. The manual doesn't actually explain them but you'll soon get the hang of things...

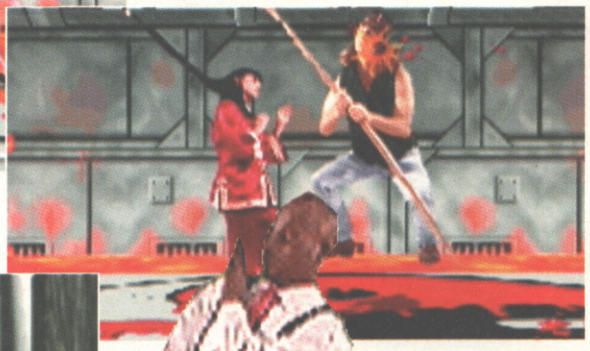
SECOND OPINION

I've heard a lot of bad things said about this game, and to tell you the truth, I can't imagine why. Providing you use the old screw-loosening trick on the joypad, this is a perfectly playable beat-'em-up. The graphics and sound are both extremely good, although if we awarded points for originality, this would probably score minus figures. Like most beat-'em-ups, the game really comes into its own in the two-player mode, but even on your own, it's challenging and very playable. Two years ago this would have made a fine coin-op, today it's made a fine 3DO game.

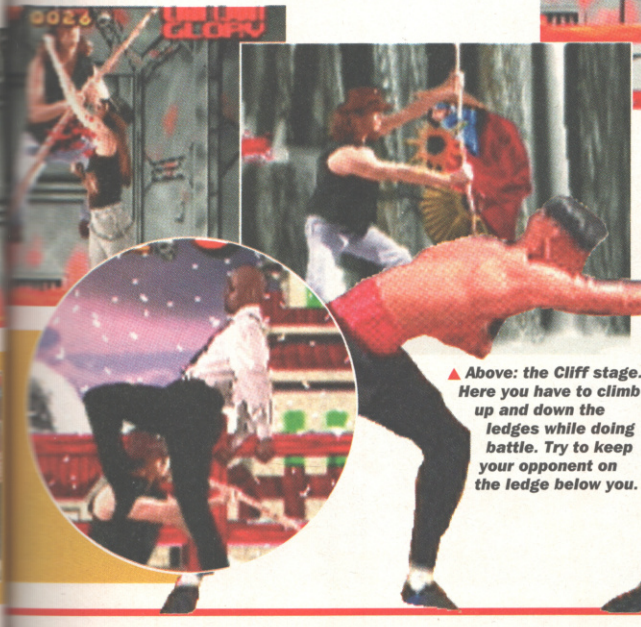
MARK PATTERSON

▲ The Ninja's can dispense a lethal charge of electricity.

▲ In the third round of this stage the platform supports disappear, so if you fall in the pit you'll be melted alive.



▲ Nikki Chan is the living soul of a banished god. She attacks at long distance with her hair and has a mean high kick. Up close she uses the suplex, knee and roll throw.



▲ Above: the Cliff stage. Here you have to climb up and down the ledges while doing battle. Try to keep your opponent on the ledge below you.

▲ The Ninja's mainstay moves are the electric charge and the formidable hurricane kick. Up close his moves are elbow, throw, head butt and roll.

VERDICT

3DO

Way of The Warrior is an excellent first attempt at a 3DO beat-'em-up. Once you start discovering the moves the game becomes very challenging. It's all très easy to get into though, because it uses established Street Fighter and Mortal Kombat button combinations. So, experience the excellent intelligence in the baddies and discover the secret ones, but just make sure you loosen the screws under your joypad or you'll struggle with diagonal moves.

DENIZ AHMET

GRAPHICS	89
SOUND	91
PLAYABILITY	80
VALUE	89

OVERALL

83

■ SNES

■ Platform ■ Infogrames

■ £44.99 ■ OUT NOW

■ No other versions available

■ Mega Drive and Game Boy versions planned

the smurfs

The Smurfs are in a 'tights' situation, but it's not just their leggings which are causing discomfort – fellow Smurfs have mysteriously Smurfed off.

Having about as much credibility as a garden gnome you'd wonder why anyone would want to rescue four, little, blue Smurfs. But, hey, we're not prejudiced, if there's a platform caper (or even an anchovy) to be played then we'll give it a go; and seeing as Gargamel has smurfnapped your mates it's time to go smurfing.

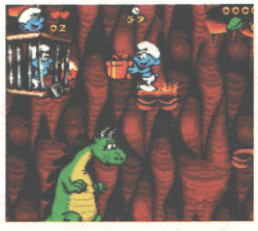
You start the game off as Hefty Smurf entering a land full of customary jumps, awkward platforms, falls and rides. The idea is to free each of the stolen Smurfs, and as you rescue each one you switch control to play as that Smurf until you discover the next. A couple of the Smurfs are able to sling objects such as weaponry, while others are better equipped for the more explorative stages. In the caves for example, you'll take control of Brainy Smurf as there are lots of mini-puzzles to be taken care of.

The sense of adventure is expanded in bonus Mode 7 stages which are reminiscent of those in Konami's Axelay – technically. Yet, it's in the cheerfulness department where Smurfs is best appreciated.

▲ The final boss is the Smurfs' worst enemy – Gargamel! The animation is actually very good for a sprite so big.

▲ There are many mini-boss creatures to face. You'll need to jump on the heads of this Smurf-eating plant while dodging the deadly black Smurfs (not very PC methinks).

▲ Jokey Smurf is equipped with exploding presents which he can use to clear a path through a level.



SMURFNAPPED!

This is the first level in its entirety (well almost). To avoid the obstacles (like the winches) enter the cottages and leap across the rooftops and the trees, collecting mushrooms as you go.

COMING SOON

GAME BOY

■ The Smurfs

■ Infogrames

This version manages to use many of the attributes and play-styles from the 16-bit versions but you only get to play as one of the characters.

■ EXPECTED RELEASE: OCTOBER

VERDICT

SNES

While we cry out for originality in platformers it never seems to appear in licensed games. Smurfs is a case of playing it safe, but it just manages to step one foot into the 'pay attention' arena by including Mode 7 stages. It's also original(ish) in the way you change characters sequentially during play, and for a cute game it's actually quite tricky; though it does become incredibly tricky. Not a bad tribute to those infernal cartoon midgets.

DENIZ AHMET

■ GRAPHICS	84
■ SOUND	81
■ PLAYABILITY	82
■ VALUE	78

OVERALL ■

80

● CONTACT INFOGRAMES (071-738 8199) FOR INFORMATION ● CART SIZE: 8 MEGS ● ONE PLAYER

Playtime SOFTWARE

DAVID BADDIEL & FRANK SKINNER

FANTASY MANAGER

ANCO

EXCITING FEATURE PACKED GAME INCLUDES TEN PLAYING FORMATIONS WHICH AFFECT YOUR RESULTS

BUILD YOUR OWN DREAM TEAM TO PLAY AGAINST REAL PREMIER LEAGUE CLUBS AND THEIR ACTUAL PLAYERS

You've watched the TV programme but can you play the computer game?

Top soccer pundits Baddiel and Skinner bring you the first truly interactive football game.

Live out your football fantasies then turn them into reality.

Settle soccer arguments instantly - Fantasy Manager will give you clear, objective and measurable ratings of your managerial judgements.

Up to 15 players at a time can battle it out to sort the managerial maestros from the total turnips.

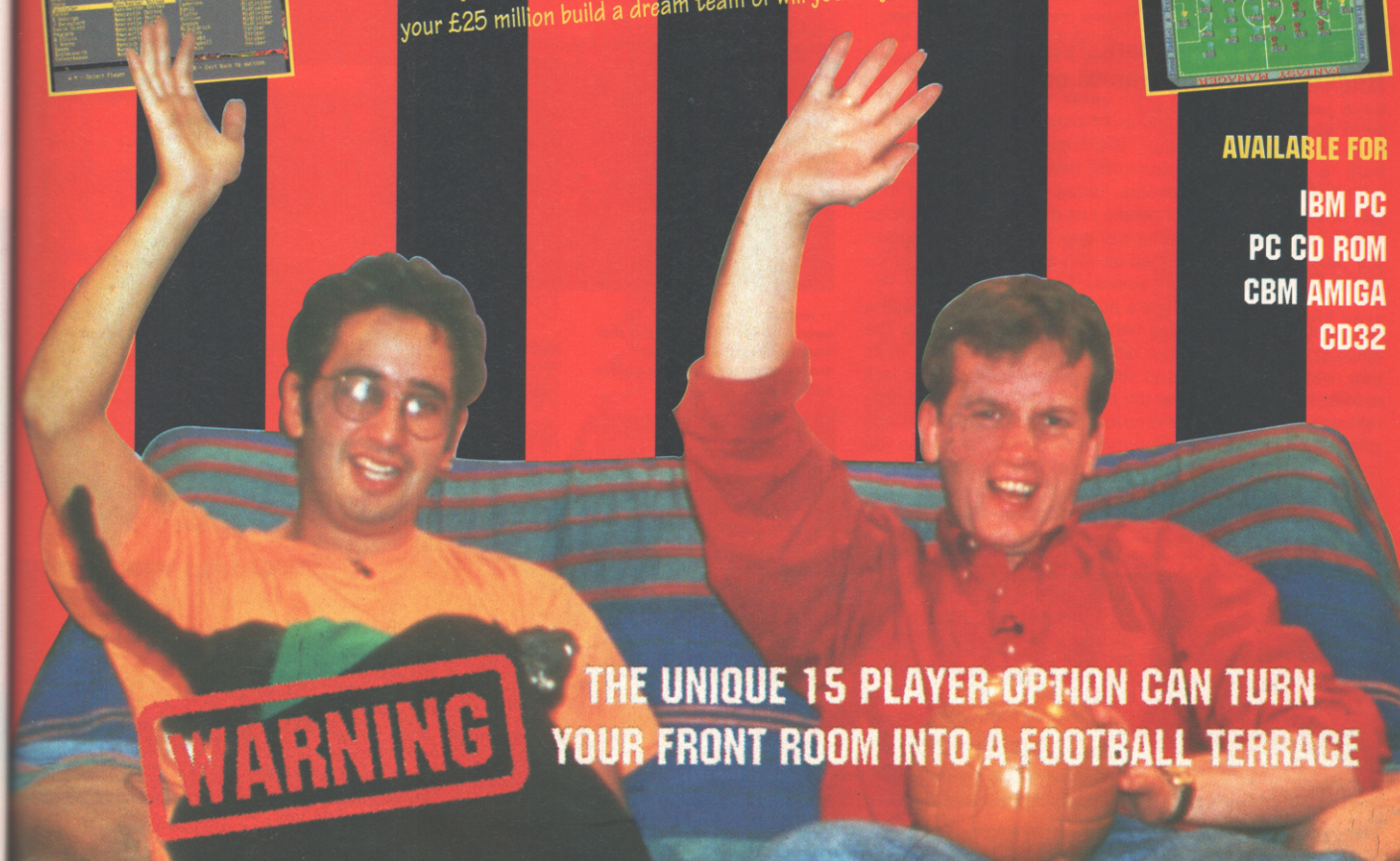
Always thought you could beat the experts? Now you can prove it. Will your £25 million build a dream team or will you only manage a nightmare?

600 PREMIER LEAGUE PLAYERS - BUY AND SELL TO MANAGE YOUR WAY OUT OF TROUBLE

TWO GAMES FOR THE PRICE OF ONE 93/94 AND 94/95 SEASONS

AVAILABLE FOR

IBM PC
PC CD ROM
CBM AMIGA
CD32



WARNING

THE UNIQUE 15 PLAYER OPTION CAN TURN YOUR FRONT ROOM INTO A FOOTBALL TERRACE

© 1994 Playtime Software Published by Anco Software Ltd, Unit 7, Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292518 Fax: 0322 293422

■ MEGA DRIVE ■ SNES

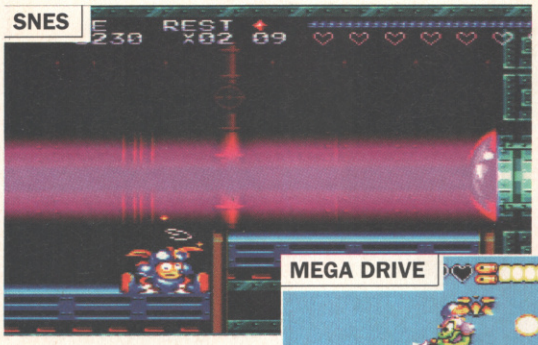
■ Platform ■ Konami

■ MD £39.99 SNES £49.99

■ OUT NOW

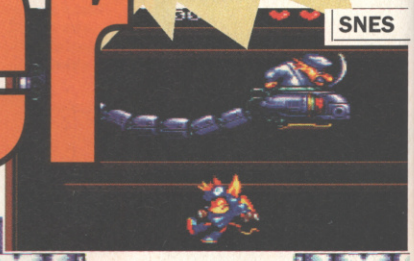
■ No other versions available

■ No other versions planned



▲ Hazards, like this giant laser, cause huge amounts of damage if you're dumb enough to leave Sparkster in their way.

sparkster



It's a tale of two Sparksters as the Rocket Knight returns to console...

Despite liberal amounts of praise heaped upon it by the press at large, the original Sparkster game, Rocket Knight Adventures, never received the kind of popularity it deserved. Perhaps that was down to a glut of platform games, or people just didn't take to Sparkster as a cute character the same way they did to Sonic. Whatever the case, Konami has pressed on with a duo of sequels which tell two completely different stories.

On the SNES there's nothing but good news, with a top-notch platformer loaded with features and cool ideas. The Mega Drive game, alas, is a different bucket of kippers. In its own right it isn't that bad, it simply suffers from a major lack of imagination, which gives the title an unfortunate air of uno-riginality, which it never recovers from at any point in the game. It really took us by surprise in fact, especially when you look at Konami's Mega Drive version of Probotector (reviewed on page 94), which is one of the most imaginative Mega Drive games we've seen this year.

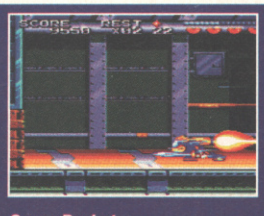
▲ Nothing's as easy at it seems in this game. Kill a few wolves, then one of their mates show up with a massive spiked shield.

SOME BRIGHT SPARK

Although he looks much the same as he did in Rocket Knight Adventure, Sparkster has many new tricks up his sleeve.

▲ Watch out for the cross-hair which locks on to Sparkster. If it does, you won't be able to avoid the missile that's launched a few moments later.

Rolling Rocket



Super Rocket

Super Spin

Climb

Dangle

● GAME BY KONAMI ● CONTACT KONAMI (0895 853000) FOR MORE INFORMATION

ROBO-DETEKTOR

Konami's programmers have a thing about robots, and this is probably the largest one to appear in any of their games.

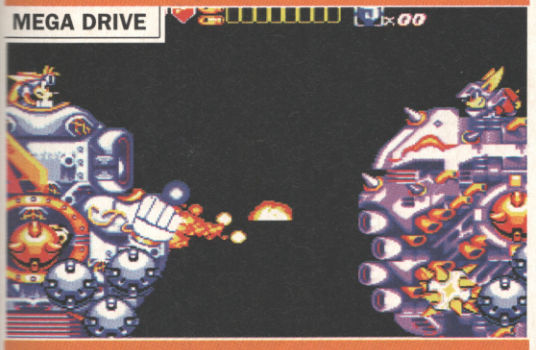
MEGA DRIVE

One minute you're up here in the head, dishing out punches...

MEGA DRIVE

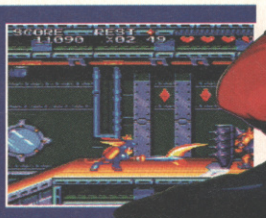
The next you're all the way down here stamping on things.

MEGA DRIVE



Finally it's head-to-head with a robot that's just as large in one of the hardest battles of the game.

Slash



Energy Bolt

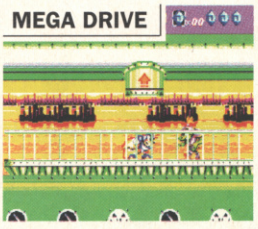
MEGA DRIVE

Taking the direct approach ▶ against this boss is a bad idea because you'll end up plopping into the lava which, to be honest, isn't much fun.

SNES

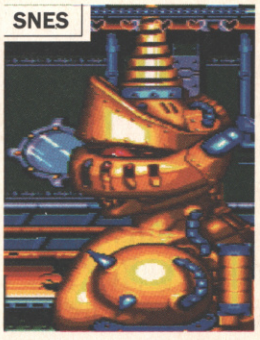
▲ There's a lupine feel to many of the nasties. Maybe they should of called in the Walton-on-the-Naze hunting club to run them into the ground.

MEGA DRIVE



▲ Hovering over a fiery lake is this giant boat. Who knows how it stays up there, who cares? It's Sparkster's job to make sure it comes down to earth with a splash.

SNES



▲ Smack this knight in the eye to finish him off, but watch out for the little drill-headed robots he chucks at you.

VERDICT

SNES

It takes a lot to bring something new to the platform genre, but Konami has managed it with Sparkster. There's a new hazard around every corner, which makes the fluid gameplay even better. It's also very tricky, providing you don't play on easy, and the game's so big it'll take you a long time to work your way through. The SNES hasn't seen many platformers this year, and as long as we get a few that are this good, we don't really care.

MARK PATTERSON

GRAPHICS	88
SOUND	80
PLAYABILITY	90
VALUE	86

OVERALL

88

ALTERNATIVE

AMIGA

Ruff 'n' Tumble

Renegade/£29.99

Not very original, but Ruff 'n' Tumble has its moments, especially where the graphics are concerned.

ISSUE 156: 90%

VERDICT

MEGA DRIVE

I'm not prejudiced after seeing the excellent SNES game, but the Mega Drive version just isn't that absorbing. It's a nice enough game, but it's occasionally frustrating, and dull in places. I appreciate producing a game like the SNES one would have been impossible, but at least they could have taken some ideas from it. Compared to the likes of Dynamite Headdy and Sonic 3 there isn't enough here to make you consider Sparkster ahead of those.

GARY LORD

GRAPHICS	81
SOUND	78
PLAYABILITY	75
VALUE	77

OVERALL

78

ADVERTISERS INDEX

ARCADE MANIA ..... PAGE 83
ATARI ENTERTAINMENT ..... PAGE 82
ARENA GAMES ..... PAGE 82
ATARI ..... PAGE 50
ADVANCED ENTERTAINMENT ..... PAGE 82
BMG (INTERACTIVE ENTERTAINMENT) PAGE 33
CONSOLE EXCHANGE ..... PAGE 83
CASIO ..... PAGE 47
CA GAMES ..... PAGE 83
CCG ..... PAGE 82
DEEP LOGIC ..... PAGE 82
DANIELS DEPARTMENT STORE ..... PAGE 80
E.I.D. ..... PAGE 83
FURNLEY TRADING ESTATE ..... PAGE 48
GAME OVER ..... PAGE 82
GAME SHACK ..... PAGE 88
GAMEBUSTERS ..... PAGE 82
GREYHOUND ..... PAGE 86
IMAGINEER ..... PAGE 77
INFOMEDIA SERVICES. ..... PAGE 86
K.T. KONSOLES ..... PAGE 86
L.M.P. ..... PAGE 57
NEW AGE ELECTRONICS ..... PAGE 83
NINTENDO ..... PAGE 38
OCEAN SOFTWARE ..... PAGES O.B.C.,9, 27
POLYGRAM ..... PAGE 66
RAVEN GAMES ..... PAGE 88
SILICA SYSTEMS ..... PAGE 103
SMITH KLINE BEECHAM ..... PAGE 25
SOFTWARE EXPRESS ..... PAGE 88
SONY ..... I.B.C.
ULTRASOFT ..... PAGE 88
VIRGIN GAMES PAGES1, 2,21
WILD CONSOLES ..... PAGE 82
WOOLWORTHS ..... PAGE 28
Z.C.L. ..... PAGES 72 & 73

OFFICIAL UK STOCKISTS

JAGUAR™ 64-BIT

Daniel Department Store
120-125 Peascod Street
Windsor, Berkshire
SL4 1DP
0753 862106

Tempest 2000 — Crescent Galaxy
Raiden — Alien vs Predator
Wolfenstien — Club Drive
Brutal Sports Football

MEGA DRIVE

Platform ■ **Sega**
£34.99 ■ **Out November**
■ No other versions planned
■ No other versions available but different versions of Bomberman can be found on SNES, Game Boy, PC Engine and Amiga (dynablaster).

mega bomberman

◀ That creature with the big ears is a right pain to avoid and blow up because of his high speed.

One of the best multi-player games of all time finally gets converted to the Mega Drive...

One of the best kept secrets for what seemed like ages was Bomberman on the PC Engine, a conversion of a fairly old but very decent arcade game that still gets fed plenty of coins by me in my local arcade. That was before it was converted to the SNES and subsequently other formats under various guises.

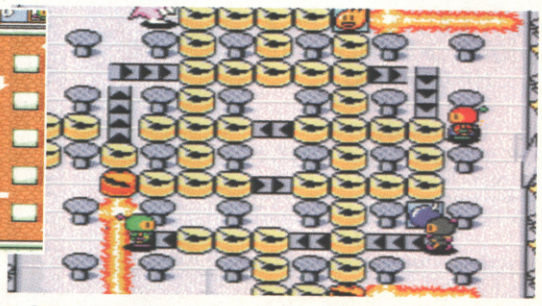
The basic gameplay element has remained throughout the conversions and is no different here – destroy blocks in a series of mazes by blowing them up. Each completed level rewards Bomberman with a missing piece of magical locket. Hidden behind certain blocks are various power-ups. These range from coloured kangaroos (which the player can ride and which will take a bomb hit first) to extra bombs, extra bomb strength and so on.

Bomberman's best feature however, is it's fantastic multi-player battle mode. Here, up to four players indulge in a battle to the death with all the power-ups found in the regular game via a multitap. There's also a choice of bombermen, each of which has different specialist skills.

▲ Once all the baddies are destroyed, all the remaining scenery turns into bonuses. Pick as many up as possible before the time runs out.

Complete a stage in the one-player game and Bomberman will be rewarded with a piece of amulet. ▶

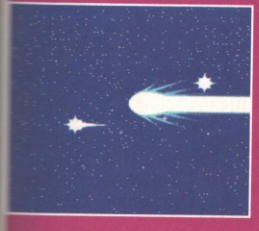
The kangaroo is one of the best power-ups. Climb on its back and let it take the flak when a bomb goes off. Don't tell the RSPCA though. ▶



▲ One of the best multi-player stages is this conveyer belt level. If a bomb is dropped on the conveyer belt it follows the direction of the arrows! Keep an eye out for moving bombs.

MEGA WEIRD

The game's intro is er... rather weird basically. It looks like it's telling the story of how Bomberman's mystical amulet was broken up, but your guess is as good as mine.



ALTERNATIVE

AMIGA
■ Dynablaster
■ UBI Soft/£25.99
The Amiga version of this classic game is brilliant too. It comes with a 'free' adaptor allowing another two players to join in!
■ ISSUE 124: 93%

VERDICT

MEGA DRIVE

Thanks to more power-ups the multiplayer game here is even better than on the SNES. The inclusion of kangaroos to ride is a brilliant idea too; they take a hit before you, meaning that if you accidentally bomb yourself the kanga will kick the dust, not you. The one-player game, where each level had to be cleared of baddies still hasn't been improved, but if you've got any friends though (and you will have if they play this) this is an essential multi-player game.

RIK SKEWS

■ GRAPHICS	79
■ SOUND	68
■ PLAYABILITY	90
■ VALUE	90

OVERALL ■ **91**

● GAME BY SEGA ● CONTACT SEGA (071-373 3000) FOR MORE INFORMATION

LOCAL BUYERS GUIDE

MIDDLESEX

PLAYSTATION GAMES & CONSOLES(UK) LTD
SPECIALIST IMPORTERS FROM THE FAR EAST

SONY PLAYSTATION AVAILABLE FROM DEC - **ONLY £550**

ALL GAMES WILL BE AVAILABLE @ - **ONLY £35**

PC CD ROMS AVAILABLE
WE HAVE THE ONES YOU WANT! -
ALL @ £35
SUPER SNES 32M VERSION- **ONLY £250**
32M UPGRADES FOR ALL MACHINES - 24 HOUR TURNAROUND £65
SUPERGAMEBOY ADAPTOR FOR JAP/USA SNES - **ONLY £30**
GAMEBOY & GAME GEAR CARTS AVAILABLE

CALL 0753 576546 OR 0956 363104 NOW!

SURREY

REN

COMPUTER & VIDEO GAMES
WE STOCK:
*** SUPER NINTENDO * CD32 ***
*** SEGA MEGADRIVE ***
*** ATARI JAGUAR * 3DO ***
*** 2nd hand GAME EXCHANGE ***
"SUCK OUR CARTS"
CALL SPENCER ON: 0860- 118358
PEACOCK WALK, WOKING TOWN CENTRE, SURRE

WEST MIDLANDS

GAME OVER

9 Corporation St
Caldmore
Walsall
West Midlands
WS1 4HW
Tel: 0922 616833
Fax: 0922 723444

COMING SOON
32X. SATURN
P.S.X.

3DO U.S. BIGGER BETTER FASTER
£365 (CONSOLE + GAME)
£450 INC POWER SUPPLY
SCART BOX +2 GAMES
UK £390 INC TOTAL ECLIPSE

JAGUAR £210
BE THE FIRST TO BUY
ALIEN V PREDATOR
EXPECTED RELEASE
DATE: OCT 20TH

SNES U.S. £125 USED FROM £40 M.KOMBAT II £52
MD FROM £40 M.KOMBAT II £45
MCD FROM £120 AMIGA CD32 FROM £160
ALL GAMES ON ALL SYSTEMS NEW USED
IMPORT OR UK - BOUGHT SOLD & PART EX

WE HAVE 100'S OF GAMES IN STOCK
GAME OVER STILL SIMPLY THE BEST!

BERKSHIRE

DO YOU OWN AN ATARI LYNX OR JAGUAR

If you do you should read Atari Entertainment, the only dedicated Lynx + Jaguar magazine in the world.
Issue 3 has reviews of Wolfenstein, Kasumi Ninja + Club Drive for t Jaguar. For our Lynx readers we take a special look at the Lynx sce with a comprehensive run down of future titles. Apart from all this have loads of news, articles and much more.

To subscribe please send £8 incl P & P to:
Atari Entertainment
P O Box 7
Riseley
Reading
For enquiries phone (01734) 885176.

WEST MIDLANDS

WE STOCK:
MEGADRIVE
SUPER NES
MEGA CD
3DO
JAGUAR
GAME BOY
GAME GEAR

ALSO AVAILABLE:
NEO GEO
PC ENGINE

BEST PRICES AVAILABLE

GAME CRAZY
38, UPPER LICHFIELD STREET
WILLENHALL
WEST MIDLANDS
TEL: (0902) 604090
MAJOR STOCKISTS OF BOTH NEW AND USED 3DO GAMES

NEW USED & IMPORTED GAMES AVAILABLE
THE FUTURE WILL SOON BE HERE
SONY PSX SEGA SATURN

SUFFOLK

DEEP LOGIC

MAIL ORDER LEISURE SOFTWARE AT TRADE PR
CALL US, WE STOCK.....
SEGA , NINTENDO, PC CD-ROM, CD-32, MAC C ROM, 3DO, CD-i, JAGUAR.

****UK AND IMPORT TITLES AVAILABLE****
**** WE ALSO BUY & SELL USED GAMES****

FOR OUR LATEST LIST DROP US A LINE AT
DEEP LOGIC
PO BOX 42
LOWESTOFT
SUFFOLK
NR32 4XB
OR CALL US ON .....
0502-561683

MILTON KEYNES

MAD CONSOLES

Specialist in SNES & Megadrive back-up devices.
CALL FOR DETAILS.

S.W.C.	£ Call
Memory Expansion	£ Call
New CD Roms	£45.00
Megadrive SSF II	£40.00
SNES SSF II	£40.00

NEXT DAY DELIVERY GUARANTEED.
TEL: 0908 379049/ 640162 FAX: 0908 379049
Mobile No: 0850 994372
3 1/2" HD Disk, Grade A 100% 40p Each. Trade enquiries welcome
Please make all cheques payable to Wild Consoles

OXON

Access **C.C.G** VISA

MAIL ORDER ONLY
We have games and hardware.
Available at low prices for:-
Sega, Mega CD, Nintendo, IBM, PC Compatible, Amig Atari ST, 3DO, CDI, CD Rom, Macintosh
If you would like a full price list send your name and address to: 3 Hillside Close, Upper Arncott, Bicester, Ox OX6 OPF or
Telephone 0869 324472

LOCAL BUYERS GUIDE

LEICESTER

ADVANCED ENTERTAINMENT

54A KEDLESTON RD, EVINGTON
LEICESTER LE5 5HU

DEAR CUSTOMER, Due to our advanced network we can now provide you with an even better service, phone for more details

- FREE Postage throughout Mainland UK
- All Items Direct from Manufacturers.
- All Software compatible with UK Machines
- All Items fully GUARANTEED
- Pre bookings for Christmas available
- All Software available before European Launch
- Polling facilities for latest information
- For further details please send large S.A.E.

Tel/Fax: (0533) 733228

Fax: (0533) 739705 After 6pm

Jaguar	
Jaguar System	Call
(USA & UK)	
Alien Vs Predator	Call
Wolfenstein 3D	49.99
Tempest 2000	49.99
Raiden	48.99
Evolution Dino Dudes	
Crescent Galaxy	48.99
Brutal Sport	49.99
Club Drive	54.99
Kasumi Ninja	Call
Doom	Call
Chequered Flag II	54.99
Star Raiders	Call
Rise of The Robots	Call
Tiny Toon Adv	Call
Accessories	
JAGUARController	25.99
S-VHS Connector	22.99
Compsite Monitor Connector	21.99

3DO	
3DO Panasonic	Call
3DO Sanyo	Call
Dragon Tales	39.95
Star Control II	42.99
Demolition Man	Call
AD & D Slayer	43.99
Blonde Justice	25.99
Road Rash	49.99
Way of The Warrior	49.99
Microcosm	Call
Dino Blaze	52.99
Dead Hunt	49.98
Jurassic Park	49.98
The Horde	49.99
Night Trap	48.99
Sewer Shark	52.99
Draxon's Revenge	52.99
Dr Hauzer (Jap)	89.98
Ghost Hunter (Jap)	89.98
Wacky Races (Jap)	89.99
Accessories	
3DO Controller	43.99
3DO Gun	44.99

Neo Geo	CD	Cart
Neo Geo CD Rom	Call	Now
(Limited Stock)	Call	Call
King of Fighters 94	Call	Call
Fatal Fury 3 (Dec94)	Call	Now
Zedblade (Oct 94)	Call	Now
Samurai Shodown 2	59.99	165.99
Aggr.of Dark Combat	59.99	165.99
Art of Fighting2	59.99	165.99
Art of Fighting 1	59.99	165.99
Samurai Shodown	59.99	165.99
Superside Kicks 2	59.99	165.99
Last Resort	59.99	129.99
Football Frenzy	59.99	129.99
Fatal Fury Special	59.99	165.99
King of Monsters	59.99	139.99
ASO II	59.99	129.99
The Super Spy	59.99	129.99
Burning Fight	59.99	129.99
World Heros 3	soon	soon
Aero Fighters	Call	Now

WATFORD

E I D

CONSOLES

SNES/ SEGA SOFTWARE
MORTAL KOMBAT I.....£CALL
S/ STREET FIGHTER II .....£CALL
Please phone or write for Your FREE Information Pack

For Fast Friendly Service
Tel: 081 386-1454
or
Fax: 081 950-6262
E.I.D P.O. Box 23, Bushey, Watford WD2 3YL

LOOK! no further for the LATEST IMPORTED ACCESSORIES from the FAR EAST! CALL US NOW! for unbelievable prices

SW LONDON

NEW AGE
COMPUTER GAMES
12 TOOTING HIGH STREET LONDON SW17 ORG

FOR ALL THE LATEST OFFICIAL & IMPORT GAMES.
SAVE £'S ON ALL YOUR SEGA GAMES
MEGADRIVE
MASTER SYSTEM
MEGA - CD
GAME GEAR
SUPER NINTENDO GAMEBOY NES
3DO JAGUAR PC CD -ROM AMIGA CD32
HUGE RANGE OF SECONDHAND GAMES ALWAYS IN STOCK
OPEN: MON - SAT 10.00 am TO 6.00 pm

TEL: 081 767 2575

SCOTLAND

C.A. GAMES

Sega Saturn, Sega 32X, 3DO, Sony Play Station, Jaguar and Nintendo

GLASGOW
DE COURCY'S ARCADE
CRESSWELL LANE
OFF BYRES ROAD
TEL: 041 334 3901

STIRLING
6 THE ARCADE
MURRAY PLACE
STIRLING
SCOTLAND
TEL: 0786 447470

WOLVERHAMPTON

GAME SHACK
☎ 01384242513

Imports our speciailty, please call for availability and competative prices. Exchanges start from £2.50. Repairs from £10. Call in to "Try before you buy". Huge second hand base stock

We now stock PC/CD Rom software and hardware.
Doom levels nowavailable.
Look at my WADII

SUPER NINTENDO
SEGA MEGADRIVE
ATARI JAGUAR
PANASONIC 3DO
SEGA MEGA CD
NEO GEO
PC ENGINE
PC/CD ROM

We buy sell and exchange ALL of the above formats. Post and packing £1.50 Courier service £6.00

5 Wolverhampton Street Dudley West Midlands DY1 1DA
MAIL ORDER SERVICE NOW AVAILABLE II

BRISTOL

Arcade Mania

The LATEST GAMES at the LOWEST PRICES!

SPECIALISTS IN:
Mega Drive. Super Nintendo.
Jaguar. 3DO. Super Gun

Why Wait ??! CALL NOW !

Prices include 1st Class recorded delivery !

SNES TITLES		RRP
A.M. PRICE		
SUPER SF 2	£69.95	£51.95
JOE & MAC 3	£54.95	£28.95
FATAL FURY SPECIAL	£69.95	£ CALL
MEGA-DRIVE TITLES		
VIRTUA RACING	£64.95	£48.95
STREETS OF RAGE 3	£44.95	£34.95
MORTAL KOMBAT 2	£69.95	£51.95

Telephone *ANYTIME*: (0831) 267711 or write to Arcade Mania 15 Stoke hill, Stoke Bishop, Bristol. BS9 1JN for a PRICE LIST

SCOTLAND

SAFE SERVICE

Sick of waiting weeks for your games to arrive?
We will have your game on your doorstep within 3 days of receipt or order.

BUY & SELL SEGA & NINTENDO

Monday 12-8
Tuesday 12-8
Wednesday 12-6
Thursday 12-8
Friday 12-8
Saturday 10-6
Sunday 12-4

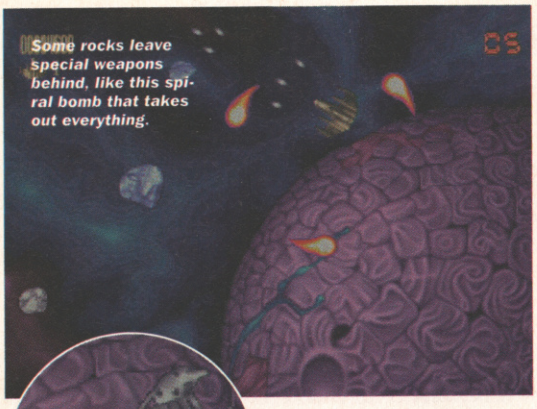
Business hours 0463 221173
Other times 03744 95958

Console Exchange
25 Greig Street
Inverness
IV3 5PX
0463 221173

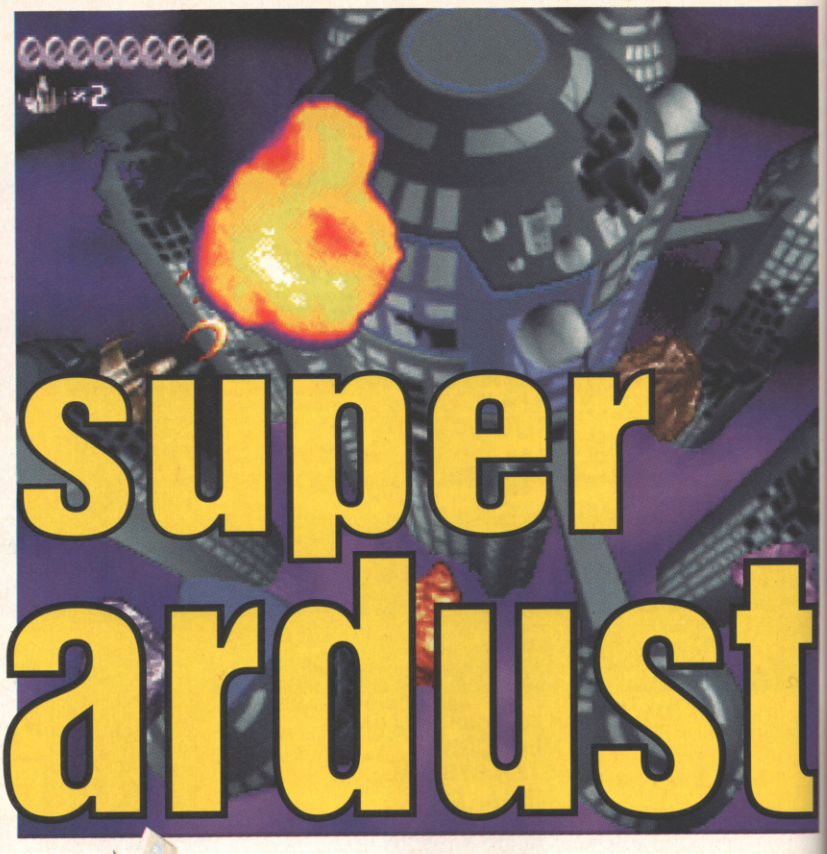
ADVERTISING

TO ADVERTISE IN THIS SPACE
CALL HOLLY EADIE ON:
071 713 5289

■ A1200
■ Arcade ■ Team 17
■ £29.99 ■ Out Now
■ CD32 soon to be available
■ No other versions planned



▲ One thing Asteroids never had was enemy ships that fired homing missiles at you!



super stardust

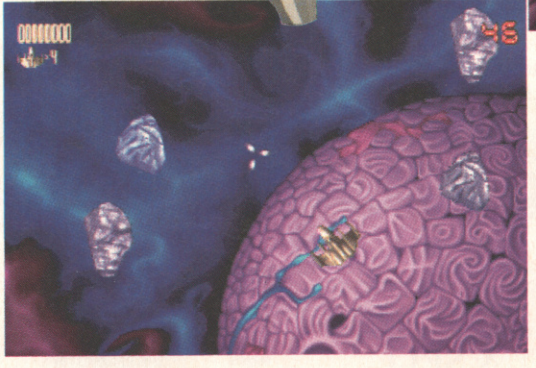
Have the crew at Team 17 just refined the term 'classic game'? Well with a little help from their friends at Bloodhouse, they might just have...

The problem with trying to update an already classic game is that most of the gaming world will regard you with complete derision, if not contempt. If you remember the remarks made about Super Space Invaders when it was released, you'll know precisely what I mean. Bloodhouse were putting themselves up for the same kind of trouble when they released Stardust to non-AGA owning gamers last year, but somehow were accepted with open arms. Asteroids had been reborn.

That's about the size of the game really. It's simply nothing more than Asteroids with bells and whistles. For a start, you are stationed above a planet to begin with, instead of just floating randomly in space. All of the craft and rocks have been rendered in the infamous Amiga art package Lightwave - the one used to create Babylon 5 and Seaquest DSV - so it all looks marvellous. Some rocks will leave bonuses when shot, and there are all sorts of enemy craft to fight in-between bouts of taking out large chunks of masonry.

Best of all, however, is the famous tunnel sequence. This takes the form of a warp gate between the five worlds, and is played in third person (from behind your own craft), as you race high speed to your destination...

▲ At the end of the first world, you come up against this thing, whose firepower covers the entire screen!



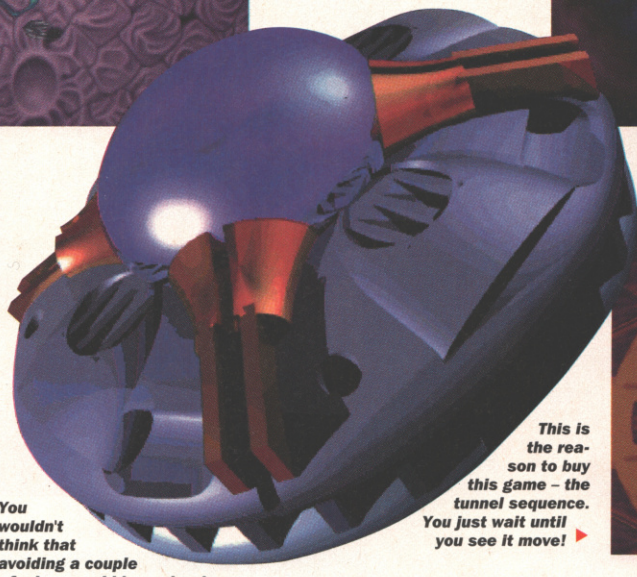
▲ This is what you are going to be looking at for pretty much most of the game. It's only a shame we can't show you this moving, as those rocks look incredible.

▲ The spinning bomb takes its toll on a whole bunch of small rocks, and you just sit there and smile...

● GAME BY BLOODHOUSE ● CONTACT TEAM 17 (0924 291867) FOR INFORMATION ● COMES ON THREE DISKS

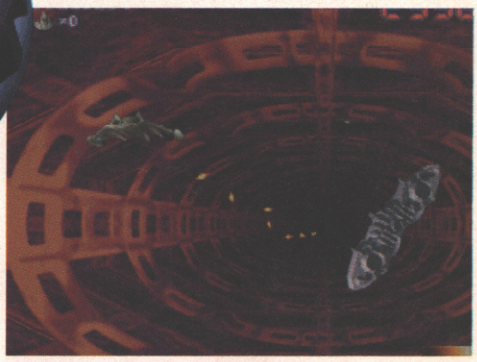
◀ Fail to complete a screen in the time allotted, and you have to go against 'The Flies'. Eurgh!

▲ If you're really lucky, you'll get to kill a couple of these, which drop new weapons when they die.



This is the reason to buy this game – the tunnel sequence. You just wait until you see it move! ▶

▲ Just one of the special tokens you can collect as you blast around. These can give you anything from a little extra shield energy to an extra life.



You wouldn't think that avoiding a couple of mines could be as hard as this! ◀

▲ Before each level, you can select which of the six current screens to play, which difficulty to play them on and what you'll have to fight.

COMING SOON

CD32

- Super Stardust
- Team 17

Produced by the same team, expect nothing more than perfection. The graphics and speed will remain much the same, as both machines use the same chip set, so expect a major upgrade to the sound.

- **EXPECTED RELEASE: JULY**

SECOND OPINION

I worry when I see games where this much time has been spent piecing the graphics together. The way I see it, if someone has to spend that much time on a bunch of rocks, then they have to be trying to take your attention away from something else. Not so with this game. Two minutes with the joystick, and it's like Asteroids never went away. What a game, and forget this crap about nostalgia, this is a Nineties game and no mistake!

GARY LORD

▲ Some screens start you off with absolutely huge rocks, that need to be broken down as quickly as possible. Before you know it, you've got a screen full of splinters, and that hurts.

VERDICT

A1200

I loved Stardust on the Amiga, so I guess I'm a little biased right from the outset. My only problem with it was that it was a little slow to play at times. This new AGA version is everything I could have asked for, though. It looks absolutely incredible, with the most realistic looking rolling boulders ever seen, and the game is just fiendishly addictive. If I have one complaint, it's that it's a smidgen too hard for the average player, but that just keeps you at it!

RIK SKEWS

GRAPHICS	94
SOUND	88
PLAYABILITY	92
VALUE	86

OVERALL

89

Play Sky's The Limit! Instant Win
0839 406050
LCD watches, Casio personal stereos, colour TVs...hundreds of prizes ...and a top prize of...
£1000.00!

win MORTAL KOMBAT II
0839 406053

WIN PREDATOR
FROM ADIDAS - THE BOOTS THAT BITE!
0839 406054 Instant Win

IT'S A JURASSIC PACK!
Win Jurassic Park: the video, the book, the game and more!
0839 406056

Win SUPER STREETFIGHTER II
0839 406058

Win a PLAYER* LEATHER JACKET
with your Premier League club logo!
0839 406055
*For more details on Player Jackets call Player direct on 071-242 5888

Win SUPER NINTENDO
+ Stunt Race FX
0839 406051

Win SEGA MEGADRIVE
+ Virtua Racing
0839 406052

WIN £250 WORTH OF GAMES!
RUN RIOT IN A GAMES STORE!
0839 406066

PLAY GLADIATORS!
WIN £100 OF GLADDIE GOODIES!
0839 406057

Win a Mountain Bike
0839 406059

For more competitions see Teletext Page 129

Calls cost 39p per min (cheap) 49p (other times). Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close either as indicated or on 30.11.94 and involve multiple choice questions with tiebreaker. Where Instant Win is indicated there is no tiebreaker and prizes are awarded instantly. All trademarks acknowledged. For rules and winners' names please send SAE to Info Media, PO Box 28 Northampton NN1 5DS.

VIDEOZONE
336 Londonderry Road Warley Smethwick
Birmingham B69 9NB
Tel: 021 511 1436 / 021 544 7041
Fax: 021 544 7041

Specialists in:
SNES, MEGADRIVE, JAGUAR, 3DO

But we can get hardware and software for other systems as well.

£5 off with this ad when sending over £25 - the cheapest anywhere.

IF AN ADVERT IS WRONG, WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice. So if you question an advertiser, they have to answer to us.

To find out more about the ASA, please write to Advertising Standards Authority, Department X, Brook House, Torrington Place, London WC1E 7HN.

ASA

This space is donated in the interests of high standards in advertisements.

K.T. KONSOLS

We are the largest Game Exchange Service in Britain

At present we have the following games in stock: Over 225 Mega Drive, over 225 SNES, Over 60 Neo Geo, Over 100 PC Engine and also a variety of 3DO games. To find out what titles we have in stock, please phone. Once you have chosen your game, we'll reserve it for you - then all you have to do is send us your unwanted game and we'll despatch your reserved game immediately by First Class Recorded Delivery - It couldn't be easier!

WE ALSO SELL SECOND HAND GAMES - AT VERY COMPETITIVE PRICES

The machines we cater for are SNES, Megadrive, Neo Geo, Jaguar, 3DO and PC Engine/Turbo Express.

NEW GAMES ALSO STOCKED

Super Street Fighter.....£60
FX Trax £55
All latest releases are in stock

Tel/Fax 0847 896949 - 3 Lines
26 Princes Street, Thurso, Caithness KW14 7BQ
Open 6 days a week. Mon-Sat 10.30 - 6pm
You've tried the rest now come to the best!

MEGA DRIVE

■ Shoot-'em-up ■ EA
■ £44.99 ■ OUT NOW
■ No other versions available
■ SNES and Game Gear versions planned

We fought them in the deserts, and in the jungles, but still those terrorist dirtbags keep coming. There's only one thing to do, get your chopper out and shoot your load!

urban strike

◀ *One of the many amusing, but not particularly spectacular, intermittent cut scenes. Here, you're making your way through a secret underground tunnel, to the final confrontation with Satan himself.*

There was a time when your local bobby needed to do little more than clip an apple-scrumping young ruffian round the ear in order to keep the peace. However, times have changed and by the 21st century, policing our cities is going to take more than a bit of ear-clipping. Unless, that is, it's done with a rocket-powered grenade launched from a Mohican helicopter of course.

Yep, Urban Strike – the third instalment in Electronic Arts' hugely popular shoot-'em-up series has arrived. Once again, the aim is to fly through seven different campaigns, killing spineless terrorist scumballs and completing important military tasks. But mainly, killing spineless terrorist scumballs.

This time however, the war takes place in our very own cities. Well actually, not in our cities, but in the USA's (Hell, by the 21st Century, Britain will probably have sunk beneath the waves). So you get to fly through such familiar sights (if your name is Hank) as San Francisco, New York and Las Vegas.

As far as the playability goes, Urban Strike is as playable as any of its predecessors and at a whopping 24 Meg you'd expect it to be a lot bigger, but it isn't. Nor is it any more challenging and old hands at this Strike malarky should have it clocked within a week. Nonetheless, it's still great fun and rates as one of the better Mega Drive shoot-'em-ups to have surfaced of late.

▲ *A good co-pilot is vital, as they control your winch and weaponry. Being the harmonious future, you get an international selection of sidekicks, although strangely there aren't any from the Middle East. Or Guernsey.*

▲ *On some levels, you get to take out the enemy on foot but you walk as if your spine is broken and you've lost your knee-caps.*

▲ *After a heavy night out on the town Fred the pilot felt 14 pints of ale and a biryani did not enhance his combat skills.*

ALTERNATIVE

MEGA DRIVE
■ Jungle Strike
■ EA/£44.99

Last year's Desert Strike sequel took all the qualities of the original and moulded them into a bigger, better and ballsier follow-up; and better programming puts Jungle Strike above its own follow-up.

VERDICT

MEGA DRIVE

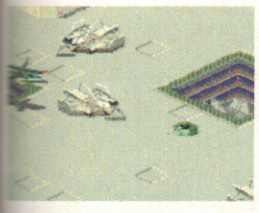
The Strike games have always been good, so it's no suprise to find Urban Strike is highly playable, addictive and good blasting fun. What is suprising is how rough-edged the whole thing seems. The graphics seem unfinished in places, as does the scrolling. What's more, the on-foot sections are downright shoddy. These faults, and it's low difficulty setting, aside, Urban Strike still manages to shine out as an enjoyable blaster. But is it better than Jungle Strike? Read my lips – No!

TOM GUISE

■ GRAPHICS	83
■ SOUND	81
■ PLAYABILITY	84
■ VALUE	72

OVERALL ■

82



▲ *Attack these jet fighters before they take off and cause plenty of big trouble.*

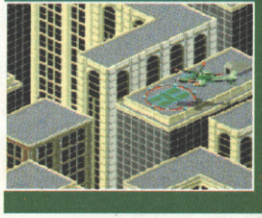
▲ *Destroying this bridge is just one of the many sub-missions in the first level.*

THAT HERTZ!

Unhappy with your current killing machine? Looking for something with a bit more ouch? Well, there are other vehicles around if you can find them. Here's what's up for grabs as we enter quick-fire round!

MOHICAN HELICOPTER
It's just the standard military helicopter, but don't be ashamed. You'll find most pilots have exactly the same-sized chopper once it's in the air.

GROUND ASSAULT VEHICLE
You know what they say about fellas with flash cars. Well lordy be, yours is almost indestructible and has a gun turret on top. Makes you feel kinda small, eh?



BIG CHOPPER
Forget what Claire Rayner says, a bigger chopper is better. Especially for carrying loads of people around and staying up throughout a tough beating.

● GAME BY ELECTRONIC ARTS ● CONTACT ELECTRONIC ARTS (0753 549442) FOR INFORMATION

RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM KENT BR3 2NP

TEL: 081 663 6810 MAIL ORDER/ CREDIT CARD LINE: 081 663 6822 FAX: 081 663 0046

FIRST WITH THE LATEST RELEASES

OWN YOUR OWN ARCADE MACHINE

SUPER GUN DELUXE £149.99

AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN EDGE THREE

6 BUTTON CAPCOM STICK £49.99
6 BUTTON PAD £19.99
OTHER EXTRAS AVAILABLE - S.A.E. FOR FULL LIST
PCB VIDEO (VERSION II) -
SHOWS LOADS OF OLD CLASSICS ..... £4.99 P&P £1.50

BELOW IS A SMALL SELECTION OF OUR PCBS

D3 BOY £65 * HIT THE ICE £65 * R TYPE LEO £185
*SALAMANDER £75 * ROBOCOP £65 * CONTRA £65
* CAPTAIN AMERICA £100 * EURO FOOTBALL CHAMP £110
* DYNAMITE DUKE £75 * BATTLE RANGER £55
*WONDERBOY III £75 * SUPERMAN £75 * TATSUJIN £70
* GRYZOR £60 * CARRIER AIRWING £125 * COMMANDO £70
* GUN SMOKE £70 * HAMMERING HARRY £105
* TURTLES IN TIME £100

PLEASE NOTE : ALL PCBS ARE ORIGINAL
S.A.E. FOR FULL LIST

PC Engine

GT HANDHELD ..... ONLY £139.99
GT MAGNIFIER £19.99
STREETFIGHTER II (CHAMPION) ..... ONLY £29.99
JAPANESE MAGAZINES £7.99
PC ENGINE COMPLETE GUIDE £3.00

LATEST RELEASES

STRIDER * VG ADVANCE * FATAL FURY SPECIAL
MAD STALKER *
S.A.E. FOR FULL LIST

3DO UK Pal inc Game £399.99
3DO USA NTSC inc. 2 Games £449.99
Joypad £44.99
Scart Boxes £64.99
Game Gun (USA Only) £49.99
Sample Disk (New Version) £9.99
Japanese Magazine (inc. Disk) £24.99

LATEST RELEASES

ROAD RASH £44.99
V R STALKER £54.99
SHADOW £49.99
SOCCER KID £49.99
MAD DOG II £54.99
MICROCOSM £54.99
WAY OF THE WARRIOR £54.99
GUARDIAN WAR £54.99
BURNING SOLDIER £49.99
CRASH & BURN £54.99
SLAYER £54.99
COLUMNS £69.99
SHERLOCK HOLMES £44.99
STAR CONTROL II £39.99
MEGA RACE ..... PLEASE RING
THEME PARK ..... PLEASE RING
PETANT ..... PLEASE RING

S.A.E. FOR FULL LIST

NEO GEO

NEO GEO CD NOW AVAILABLE ..... PLEASE RING
HISTORY OF SNK OFFICIAL VIDEO £4.99
NEO GEO VIDEO SHOWS EVERY GAME ..... £4.99 P&P £1.50

LATEST RELEASES

KING OF FIGHTERS 94 ..... £184.99
AERO FIGHTERS II £174.99
AGRESSORS OF DARK KOMBAT £184.99
TOP HUNTER ..... NOW £99.99
SPIN MASTER ..... NOW £99.99

S.A.E. FOR FULL LIST

SEGA MEGADRIVE

HAVE YOUR MACHINE CONVERTED TO RUN EVERY GAME
50/60 HZ JAP TEXT /UK TEXT ..... £25 P&P £
SUPER SFII JOYPADS ..... INSTOCK
SEGA SATURN .... AVAILABLE MID NOVEMBER
JAPANESE MAGAZINES £7.5
S.A.E. FOR FULL LIST

FAMICOM / SNES

HAVE YOUR UK SNES CONVERTED TO 50/60HZ ..£30 P&P £
SUPER SFII JOYPADS ..... INSTOCK
JAPANESE MAGAZINES £7.5
S.A.E. FOR FULL LIST

JAGUAR

UK MACHINE £229.9
USA SCART MACHINE £229.9
SCART LEAD WITH AUDIO £19.9
SCART LEAD £14.99 *SVHS VIDEO COMPOSITE LEAD £19.9
AVP *CLUB DRIVE * DOOM
PLEASE RING FOR LATEST RELEASES
S.A.E. FOR FULL LIST

WE ALSO STOCK
F M TOWNS MARTY NOW £599.00
GAME GEAR * NES * LYNX *
GAMEBOY * MASTERSYSTEM *
JAPANESE MUSIC CDS

WE STOCK A MASSIVE SELECTION OF SECOND HAND GAMES

OPENING HOURS MONDAY -SATURDAY 10AM -5.30PM WEDNESDAY 10AM - 1PM
P&P GAMES, MAGAZINES, PADS £1.50, NEO GAMES £3 WE ARE NOT JUST A MAIL ORDER COMPANY- COME AND SEE U
AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY.
S.A.E. FOR FULL PRICE LIST. PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES
ABOVE PRICES ARE MAIL ORDER ONLY. SHOP PRICES MAY VARY.

GAME SHACK

☎ 01384242513

SUPER NINTENDO
SEGA MEGADRIVE
ATARI JAGUAR
PANASONIC 3DO
SEGA MEGA CD
NEO GEO
PC ENGINE
PC/CD ROM

Imports our speciailty, please call for availability and competative prices. Exchanges start from £2.50. Repairs from£10. Call in to "Try before you buy". Huge second hand base stock

We now stock PC/CD Rom software and hardware. Doom levels now available. Look at my WADII

We buy sell and exchange ALL of the above formats. Post and packing £1.50 Courier service £6.00

5 Wolverhampton Street Dudley West Midlands DY1 1DA

MAIL ORDER SERVICE NOW AVAILABLE II

ULTRA SOFTWARE

FREE P & P
GREAT PRICES

CARTRIDGE SOFTWARE for CONSOLES

Sega 32X	Due Nov £139.95	Clay Fighters	SNES £39.95	UK Jaguar Console	JAG
Mortal Kombat 2	SMD £42.95	Crash Dummies	SNES £19.95	Alien Vs Predator	JAG
Pete Sampras	SMD £34.95	Lethal Enforcers	SNES £59.95	Brutal Football	JAG
PGA Euro Tour	SNMD £32.95	Mortal Kombat 2	SNES £49.95	Raiden	JAG
Super SF2	SMD £45.95	Super Mario Kart	SNES £34.95	Tempest 2000	JAG
Virtua Racing	SMD £49.95	Donkey Kong '94	NGB £27.95	Wolfenstein 3D	JAG
Desert Strike	SGG £25.95	Mortal Kombat 2	NGB £26.95	Road Rash	3DO
Mortal Kombat 2	SGG £25.95	Talespin	NGB £12.95	Shock Wave	3DO
Sonic 2	SGG £19.95	Micro Machines	NES £18.95	Top Hunter	NEO-GEO
T2: Arcade	SMS 325.95	Totally Rad	NES £11.95	? -see cat	LYNX

CD SOFTWARE for CONSOLES/COMPUTERS

7th Guest	PC CD £21.95	Deep Core	CD32 £13.95	FIFA Intern	SM-CD
Day of The Tentacle	PC CD £26.95	Fields of Glory	CD32 £22.95	Jurassic Park	SM-CD
Indiana Atlantis	PC CD £29.95	Humans 1& 2	CD32 £24.95	Thunderhawk	SM-CD
Laser Squad	PC CD £11.95	James Pond 3	CD32 £18.95	7th Guest	CD
Sim City	PC CD £36.95	Nigel Mansell	CD32 £12.95	Litil Divil	CD
Theme Park	PC CD £33.95	Zool	CD32 £12.95	Mad Dog McCree	CD

FLOPPY DISK SOFTWARE for COMPUTERS

Cannon Fodder	PC £24.95	Bubba N Stix	A500 £14.95	James Pond 2	A1200
Doom 2	PC CALL	Chase HQ 2	A500 £7.95	Rise of the Robots	A1200
Lemmings 2	PC £12.95	Dreamweb	A500 £24.95	Theme Park	A1200
Nascar Racer	PC £9.95	Gooch Wld Class	A500 £12.95	Chaos Engine	AtST
Sim City 2000	PC £29.95	Rise of The Robots	A500 £27.95	Gremlins 2	AtST
Theme Park	PC £32.95	Streetfighter 2	A500 £9.95	Nigel Mansell	AtST

THIS IS JUST A SMALL SELECTION OF THE GREAT GAMES
SELL CALL NOW ON...

☎ (01295) 73 00 60 ☎

... FOR YOUR COPY OF OUR LATEST FREE SOFTWARE AND SUPPLIES CATALOGUE

We sell games and supplies for: Sega Mega Drive; Mega-CD; Game Gear; Master Systems; SNES; NES; Game Boy; Amiga; A1200; CD32; Atari Jaguar; Atari Lynx; Atari ST; PC; PC CD-Rom; Neo-Geo; Phillips CDi; Macintosh; Mac CD; PCW; C64; CPC etc. Call now for a catalogue for any make of games machine.

Cheques & PO's only made payable to Ultra Software. Please send your letters t
Ultra Software (CVG156) Fulling Mill, Broughton, Banbruy, Oxon OX15 6A

SOFTWARE EXPRESS

MAIL ORDER HOTLINE 0925 828455
LINES OPEN 9-6 MON TO FRI 10-2 SATURDAY

MEGADRIVE

EARTHWORM JIM	CALL
KICK OFF 3	42.99
MICKEYMANIA	38.99
MICRO MACHINES 2	CALL
SHAQ FU	44.99
SHINING FORCE 2	42.99
SONIC AND KNUCKLES	CALL
URBAN STRIKE	38.99

MEGA CD

BATTLE CORPS	38.99
BRUTAL	38.99
LINKS GOLF	38.99
SOULSTAR	38.99
STAR WARS CHESS	34.99
PRIZE FIGHTER	42.99
REBEL ASSAULT	42.99

SNES

JUNGLE STRIKE	44.99
JURASSIC PARK	47.99
MORTAL KOMBAT 2	54.99
MICKEYMANIA	49.99
STUNT RACE F.X.	44.99
SUPER BATTLE TANK 2	48.99
SUPER ICE HOCKEY	39.99

3DO

PANASONIC 3DO REAL SYSTEM £379.95

HORDE (U.S.A.)	49.99
JOHN MADDEN 94	34.99
JURASSIC PARK (U.S.A.)	49.99
LEMMINGS (U.S.A.)	49.99
MEGA RACE	34.99
THEME PARK	38.99

CD32

BENETONE RACING	24.99
DIGGERS 2	29.99
FIST	24.99
TRACKSUIT MANAGER	24.99
TOP GEAR	24.99
RYDER CUP GOLF	24.99
KICK OFF 3	28.99
FRONTIER - ELITE	24.99

CDI

LITIL DEVIL	34.99
MAD DOG McCREE	59.99
SEVENTH GUEST	42.99
ULTIMATE NOAHS ARK	21.99

VIDEO CD

PATRIOT GAMES	14.99
STAR TREK 6	14.99

MEGA CD 2 WITH 10 GAMES 199.99	C.D.I. 450 + DV CART, TENNIS + 7TH GUEST 399.99	JAGUAR WITH CYBERMORPH ... 215.00
MEGA DRIVES FROM ... 79.95	GAME FAN MAGAZINE ... 2.95	WOLFENSTEIN 3D 44.99

PLEASE ADD 1.50 POSTAGE FOR GAMES, 6.00 CONSOLES AND SEND CHEQUE /P.O.'s PAYABLE TO SOFTWARE EXPRESS AT: UNIT 1C, CAUSEWAY PARK,WARRINGTON, CHESHIRE WA4 6RF

tiny toon adventures- acme all-stars

MEGA DRIVE

Sports Game ■ Konami
£39.99 ■ OUT November
No other versions available
No other versions planned

We've had Megaman Soccer, now Tiny Toon team sports, is it time for a dose of reality?

Some games are innovative, some unique, others are downright silly. This is sillier than a haddock suit – with the Tiny Toons taking to basketball courts and football pitches to try and out-cutesy each other.

As well as the two core events, there are plenty of sub-games to keep you interested, including perennial favourite 'bash the mole'. On the pitch, though, the characters each have a power bar which let's them execute their own unique special move, Buster Bunny for instance is blessed with super speed which comes in handy when you're bearing down on goal. It's certainly not a game for older players, if you can beat FIFA Soccer hands down, you'd have trounced this in a couple of hours. But it's fun and well presented, even if it does lack a challenge.

STANDING ROOM ONLY

Five stadiums await. Each one has its own dangers to beware of:

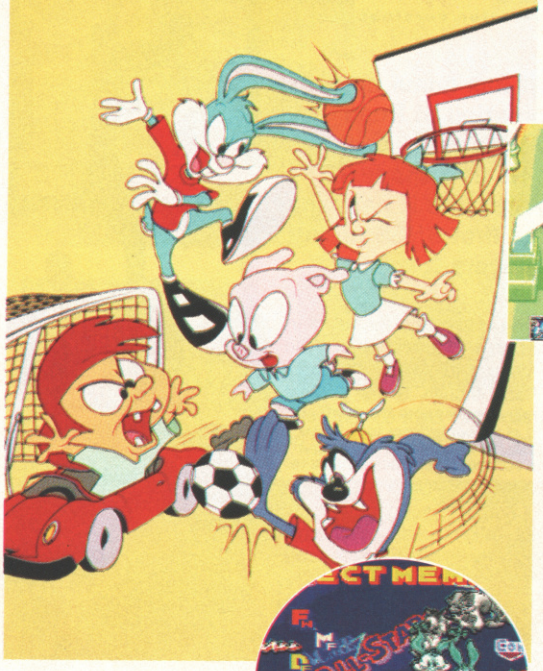
Stadium: I lied! This one has no dangers so there!

Western: Keep away – the horse in the corner kicks!

Forest: Bushes can make the players tumble and slip.

Downtown: Watch out – there's lots of slippery oil.

Monty's Playroom: Hit the train or car and you'll fly.



Without any sort of power gauge, it's difficult to judge the right amount of power needed to score a basket.

COMING SOON

GAME BOY

Tiny Toon Adventures – Wacky Sports
Konami

A similar storyline and style of game, but this cart will feature six events including baseball as Buster, Babs and company attempt to find out who's the real champ at Acme Looniversity.

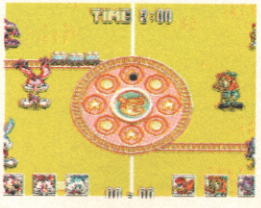
EXPECTED RELEASE: NOVEMBER

Unlike FIFA Soccer the control method is very fluid and responsive. Scoring is down to skill rather than luck as is often the case in EA's classic.

Use the special move to power a path through the opposition.

To score easily shoot at goal and then follow up the rebound with a special move that blasts past the goalie.

How many points the player scores here depends on this random score roulette wheel.



VERDICT

MEGA DRIVE

Acme All Stars is beautifully presented but does have its faults. The pitch's perspective makes the basketball game almost unplayable. No shot power bar doesn't help either. Still, the sub games and special moves are great. The football game is brilliant, on a par with FIFA but with better control, although the pitch is tiny. Definitely a cart for younger gamers who can't quite get the hang of the complicated sports games we're being offered these days.

RIK SKEWS

GRAPHICS	85
SOUND	84
PLAYABILITY	83
VALUE	76

OVERALL

80

● GAME BY KONAMI. ● CONTACT KONAMI (0895 853000) FOR MORE INFORMATION.

■ SNES

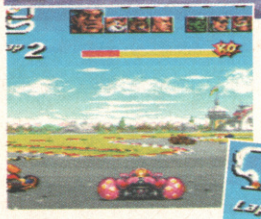
■ Racing ■ UBI Soft
■ £44.99 ■ OUT November
■ No other versions available
■ Mega Drive, PC and Playstation versions planned

street racer

UBI Soft has come up with a combination of Road Rash, Mario Kart, and FIFA in its new Mode 7 race game. And it happens to be the first SNES racing game to support four-players...

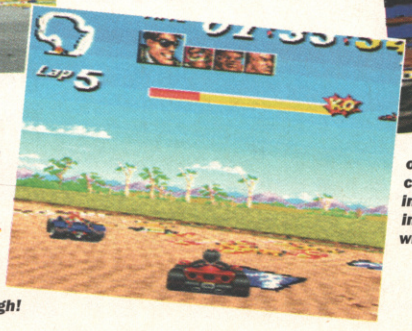
Nintendo will neither confirm or deny that a Mario Kart 2 is in development, but who cares when Vivid Image has essentially done it for them? The main difference with Street Racer though, is that you get to fight opposing cars – Road Rash-style! Eight combat vehicles are on offer, and in total there are 24 courses to race on spanning the home lands of the competitors. Each character has three attack moves during a race as well as a turbo, so you can choose to race by skillful driving or get out there and knock everyone else off the course. Tokens on the courses will provide damage repair and bonus points when driving over them, so you don't always have to win to get the most points.

Street Racer also features two unique alternative games: Rumble is a game of bumper-cars played in a ring where you have to knock each other out of the playing area, and Soccer is a bizarre footie game played with cars. With a multitap connected four people can join in on any of Street Racer's events, and with a full action-replay mode there'll be no arguments over cheating.



▲ All the characters have a method for knocking away opponents when they get near. Biff expands his wheels as shown here.

▲ The only female character has a magnetic attraction feature which pulls opponents near for a Mr Blobby wheel splat.



Drive over the blue tokens to repair damage to your car. Mind you don't cross a land mine though! ▶

▲ On tracks with overlapping roads you can bash opponent cars into different lanes forcing them to drive the wrong way round.

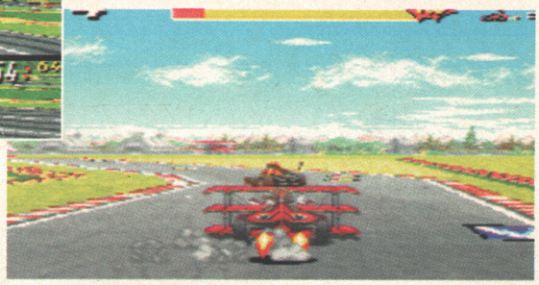
▲ With Helmut at the wheel you can cut into opponent's wheels forcing them off the course.

▲ Hodja's magic carpet should be used to take corners safely or cross expanses of water as shown here.

● GAME BY VIVID IMAGE ● CONTACT UBISOFT (081-343 9055) FOR INFORMATION ● CART SIZE: 8MEGS ● MULTITAP COMPATIBLE

SKID MARKS

Even with four players on the screen there's absolutely no slow-down or loss of animation in the game.



▲ *There are many ways to get past an opponent in this game. Using your special moves is the most effective method but these need time to recharge themselves.*

GUYS AND GALS

With eight different characters there's a lot of tactics to learn. To get you started, here are the attack moves available with each.

***SUMO-SAN** Weapons: Sumo hit, electric shock and sumo splash.*

***SURF SISTER** Weapons: Beach towel flick, expanding tires and magnetic attraction.*

***HELMUT** Weapons: Walking stick swipe, flight and spinning saw wheels.*

***HODJA** Weapons: Dagger swipe, force field and magic carpet.*

***FRANK** Weapons: Bash, screaming banshee and bat-mobile.*

***SUZULU** Weapons: Voodoo stick, Rhino charge and Rhino spear.*

***BIFF** Weapons: Bat hit, grapple and expanding tires.*

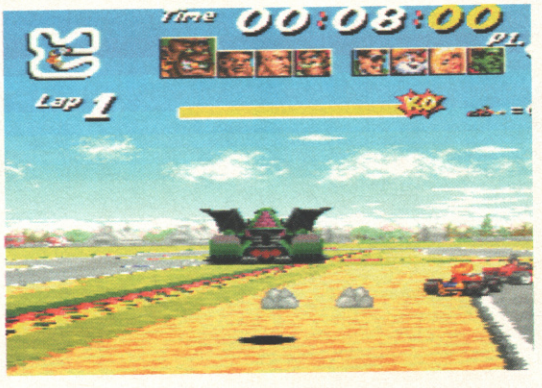
***RAPHAEL** Weapons: Punch, stereo music blast and chain grapple.*

▲ The replay mode is superb in Street Racer. You can watch the game from each player's viewpoint or take the camera and place it anywhere along the course.

▲ The Rumble mode places players in an open or sealed arena and the idea is to try and knock each other out of the field.

Soccer is another of the bonus games on this cart. Like the real thing, you can actually do lots of fancy ball control and it's all very fast. You can even play on different surfaces. ▼

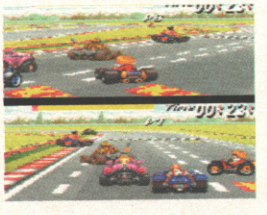
▲ Drive over the stars to gain bonuses, progressing up the league without having to win each race.



◀ Unlike Mario Kart, on the starting grid players can perform around 10 different quick starts to gain a lead.

▲ Frank's car can float for quite a while with those bat wings. Incidentally, Frank's tracks are among the hardest.

Sumo-San is a big guy so when he jumps and lands on you, you'll be out of business for a while. ▶



▲ Two player games are excellent and can be valuable for learning new tactics. You'll need to practice if you want to find the four secret courses.

COMING SOON

MEGA DRIVE

- Street Racer
- Ubisoft

Although the Mega Drive isn't capable of matching the SNES for colours, or creating Mode 7 effects, Street Racer will be quite unique for the Sega system.

- EXPECTED RELEASE: EARLY '95

ALTERNATIVE

PC

- Super Karts
- Manic Media/£34.99

This is a simulation of real kart racing, with a 'faster than Doom' graphics engine providing the visuals to very realistic handling. Excellent.

- ISSUE 156: 86%

SECOND OPINION

What we have here is more than a Mario Kart clone in that this game is so distinctive in itself: the characters; the special tactics; the variety of courses, the Rumble and Soccer sections (which are separate games in their own right) all make this a highly desirable purchase. The best feature has to be the four player option though; plug in a multitap and this game will keep you and your pals entertained until Street Racer II comes along.

GARY LORD

VERDICT

SNES

Street Racer's impressive use of Mode 7 has established a standard for the rest of the industry. This is a game of skill and experimentation and it'll be months before you exhaust the tactics for success. Like Mario Kart, the playability grows as you explore and master the different cars. In four-player mode there's absolutely no slow-down and it plays undeniably well. Street Racer is frankly the most enjoyable race game on the SNES.

DENIZ AHMET

GRAPHICS	93
SOUND	81
PLAYABILITY	92
VALUE	95

OVERALL

94

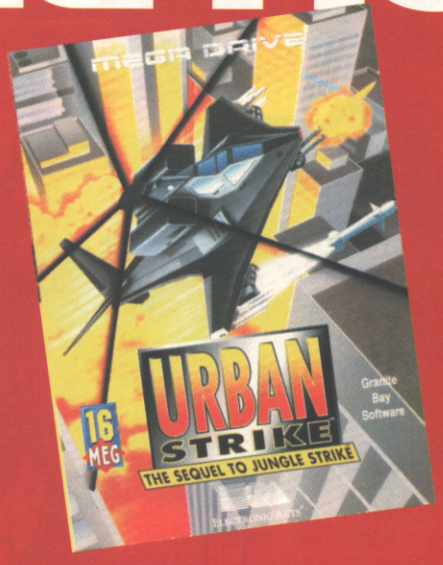
WH SMITH

HOT GAME OF THE MONTH

"We fought them in the deserts, and in the jungles, but still those terrorist dirtbags keep coming. There's only one thing to do, get your chopper out and shoot your load! Yep, Urban Strike - the third instalment in Electronic Arts' hugely popular shoot-'em-up series has arrived. Once again the aim is to fly through seven different campaigns, killing spineless terrorist scumballs and completing important military tasks. It's great fun and rates as one of the better Mega Drive shoot-'em-ups to have surfaced of late."

Tom Guise

82% COMPUTER + VIDEO GAMES



URBAN STRIKE

YOU'VE READ THE REVIEWS. YOU'VE SEEN THE SCORE. NOW TAKE ADVANTAGE OF THIS OFFER BROUGHT TO YOU BY WH SMITH + CVG!

£5 OFF

URBAN STRIKE

This voucher entitles the bearer to save £5.00 when they purchase the Urban Strike computer game.
(Mega Drive version only.)
Valid until 1st January 1995.

This voucher may not be redeemed for cash or any other merchandise.

WH SMITH

Staff initials:

Till No.

Reciept No.

Cash value: 0.001p
Offer exclusive to WH Smith

CVG REVIEW

MEGA DRIVE

■ Shoot-'em-up ■ Konami
■ £49.99 ■ OUT NOVEMBER
■ SNES and GAME BOY versions available
■ No other versions planned

CVG HIT!

Four years on from the SNES version, can Konami still deliver the goods. It looks as though they can...

Out of all the SNES titles ever released, there are about a dozen or so which clearly stand out. Among those is Super Contra (aka Probotector) – arguably one of the finest action games ever written, and it looks as though they've done it justice on the Mega Drive.

Rather than try to cram the SNES version onto the Mega Drive, Konami's programmers have pretty much started the game from scratch – with all-new levels, new characters and more bosses than you'll find in any other game. The result is fantastic. Each level is crammed full of excellent ideas, stunning technical features and, naturally, plenty of things to shoot.

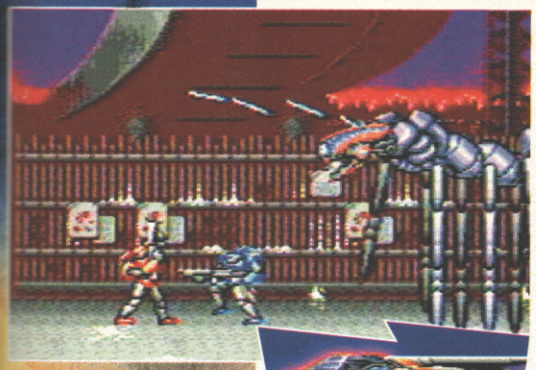
There are also several different routes through the game, so it's impossible to see all the levels in one hit. Because the story line changes depending on which levels you visit, there are also several different endings, so it's not a case of selling the cartridge to your mates once you've completed the game.

probotector

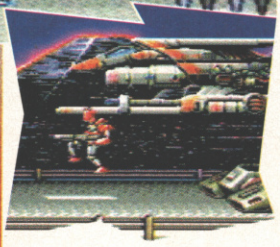
ROAD RASH

By far the most impressive stage is this, where your character sprints down a motorway closely pursued by yet another massive robot. He'll try to shoot you, jump on you, whack you with the massive spiky maces at the end of his arms – and generally make life tough. Even when you've blown his body up, his head still finds enough presence of mind to attack you.

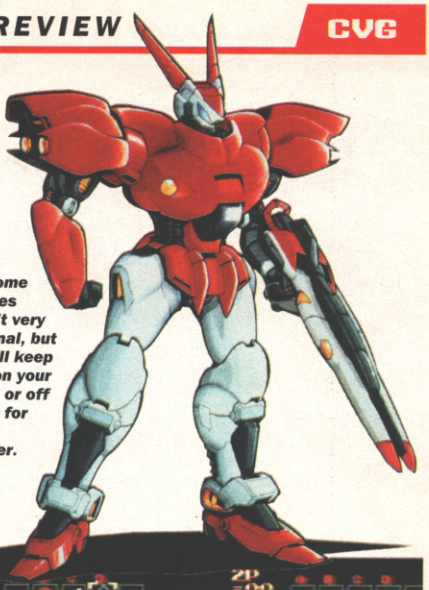
● GAME BY KONAMI ● CONTACT KONAMI (0895 853000) FOR MORE INFORMATION ● CARTRIDGE SIZE 16MEG
● 1-2 PLAYERS



▲ For some reason you encounter vicious looking creatures such as this, which are pathetically easy to kill. However, you can normally count on something very tough following close behind.

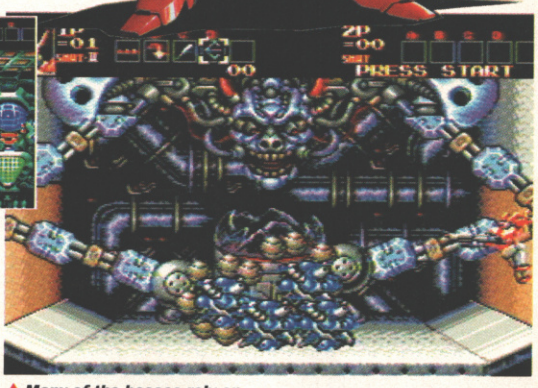


◀ Some bosses aren't very original, but they'll keep you on your toes, or off them for that matter.



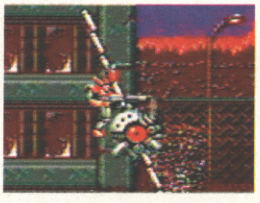
THRILLER KILLER

▲ This is the robot you work for, he sends you on your way with a comedy salute which is probably very insulting in some parts.



▲ Many of the bosses rely on surprising you, then leaping on to your character while you work out what to do next. This one, for instance, plummets off the top of a building, which it then proceeds to destroy.

The game starts with you driving your armoured car right into the heart of the battle-zone, taking out a few enemies on the way. ▶



OTHER VERSIONS

Three years on and this is still one of the best SNES carts ever. It has more depth than almost any other shoot-'em-up. The Game Boy version is also very close to the original.

SNES
● ISSUE 126 ● 91%

GAME BOY
● ISSUE 155 ● 84%

SECOND OPINION

At first you will find Probotector tough and annoying because 'Game Over' appears on screen soon after you've started, because it's that difficult. Perseverance reaps rewards however, and though it doesn't get any easier enemy weaknesses are learned and exploited. More than any other shoot-'em-up I've played Probotector delivers immense satisfaction when you complete a level or destroyed a nasty baddie. Graphically and sonically this isn't up to the SNES version but the gameplay is still as lavish.

RIK SKEWS

VERDICT

MEGA DRIVE

I still rate Super Contra as one of the best SNES games of all time, and while this isn't quite as good, for a Mega Drive conversion it's stunning. One of the key features is that it's so tough, and you can't play all the levels in one game, so you have to go back several times to see everything. It's this kind of challenge and longevity, coupled with stunning action and amazing technical effects that make Probotector one of the hottest Mega Drive carts of the year.

MARK PATTERSON

GRAPHICS	90
SOUND	89
PLAYABILITY	91
VALUE	94

OVERALL

92

POWER UP!

Each of the game's four characters has their own set of weapons and weaknesses, just so you know who to choose from the start, here they are.

A good, all-round character, although you don't get his better weapons until mid-way through the first level.

Very similar to CX-1, only this guy's armed with an excellent homing laser which makes the game much easier.

Plenty of big weapons, but because this dog-borg is the tallest character it's harder for him to dodge bullets.

He's small, but CX-4 can jump higher than the others and his weapons are powerful, but have a limited range.

■ PC

■ Strategy ■ Microprose
■ PC£44.99 ■ OUT NOW
■ No other versions available
■ No other versions planned

CVG HIT!

Set sail for the new world in Sid Meier's sequel to one of the best ever PC games – Civilisation...

coloni

For a game that looks like it has been knocked up in a couple of evenings for less than a tenner, Sid Meier's new strategy game, Colonization, promises to be just as absorbing and as playable as Civilisation before it.

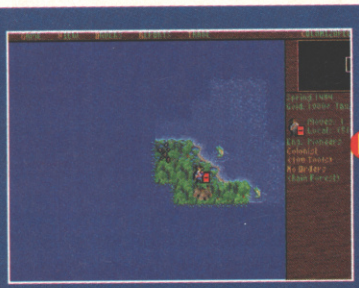
Using the same rudimentary top-down, icon-based graphics, the game is all about the discovery and development of the American continents during the period 1500-1800 – the colonization of the land the Europeans called the New World. Like Civilisation, in Colonization you must build up a complex colony of interconnected towns and trade routes, while also fending off attacks from local Indian tribes and other imperialist European nations.

Whereas in Civ, your aim was to send colonists to Alpha Centauri, in Colonization your objective is to gain independence from your mother country. Of course, this is far from easy and to win the game, not only must you have a strong colonial presence (huge armies, lots of supplies, etc) you must defend your lands and your people from a final attack from your former home.

How many hours playing time to be had? Well, we've had the game for two weeks and we're still in the 'fledgling' stage. You can play this game for months...

FLOUNDERING FATHERS

Back in the old days founding a colony either involved conning the natives out of their land or pointing guns at them saying 'big chief make bang bang with firestick if you don't give land pretty pronto, Tonto.' But that's not the nice way of doing things. Here's our guide to starting a colony of your very own, while being nice to the indigenous people.



You've just landed in the New World. If you build a settlement here you'll end up having to buy land from the naative American Indians who occupy the village to the south of the map. However, having a friendly village close by is handy if you're ever attacked.

One of the big advantages of having a nearby village is that, providing you're on good terms with the locals, they'll train unskilled colonists for you. They're also good to trade with. Get on their bad side, though, and you'll make an enemy for life.

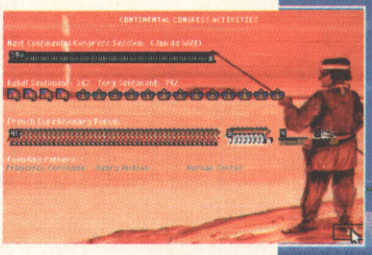
Importing religious missionaries from Europe is another good idea. These will introduce Western religions to the Indians, who will then become more well disposed to you, with members of their tribe often defecting to your settlement bringing plenty of goods with them.

▲ *In the intro, the colonisation of this new land is shown in watercolour-style stills.*

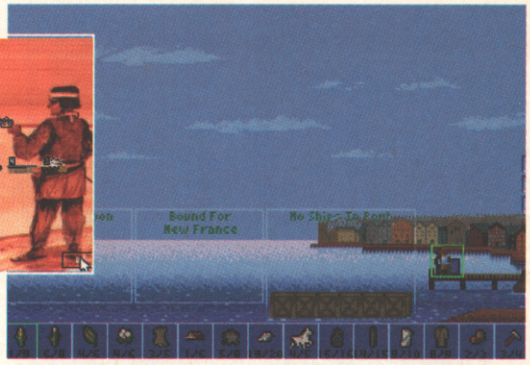
◀ *A town is best positioned near lots of natural resources like food, forests and mineral deposits. Unfortunately, there are three other European nations all trying to colonise America so you've got to be quick.*

◀ *At the town screen, you can assign different jobs to your colonists. First of all you're going to need farmers and fishermen to provide food, then lumberjacks to provide lumber for new buildings.*

● GAME BY SID MEIER ● CONTACT MICROPROSE (0454 326532) FOR MORE INFORMATION



▲ *Your progress in the game is measured by a score and there is a wealth of statistical information to refer to.*



▲ *Although as ambitious colonists your thoughts for your mother country take second place, Europe is still an important source of trade goods and new colonists.*

...zation

▲ *Most of your time is spent looking at the map, which shows your colonies, individual units and the different terrains.*

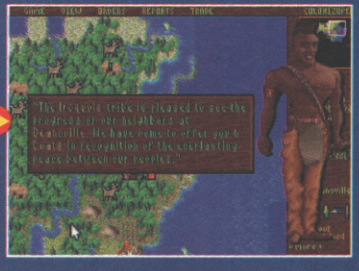
ALTERNATIVE

PC/A1200

- **Civilization**
- **Microprose £34.99**

Similar in style and gameplay, the original Civilisation is still a very difficult challenge, mainly because the onus is on conquest as much as survival.

- **NOT PREVIOUSLY REVIEWED**

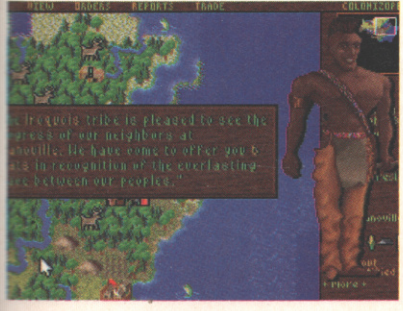


Exploration is essential. Find out where your enemies are and get to the booty (the gold discs) before they do. If you encounter any rival colonies that are weaker than you, have a pop at them – they'll only start on you later in the game, so hit 'em first.

It's easy to tell if you're doing well in Colonization because the king ups your tax as soon as you start making some decent cash. The ultimate aim is to become strong enough to declare independence from the crown and fight any troops the King sends over....

FLY THE FLAG

Your country of origin effects the tactics you need to employ in the game. Being English, for example, means there are more immigrants as people try to escape religious persecution. While the Spanish are very good at fighting, especially when up against lightly armed South Americans.



◀ *The different Indian tribes can be fought, traded with or even converted to your way of thinking by sending missionaries into their villages.*

SECOND OPINION

Civilization is one my fave games, so I couldn't wait to get my hands on Colonization. Within 20 minutes Goonerville, my colony, had been wiped out as my expansionist policies which were a throw-back to Civilization failed miserably. This is a very different to the latter and a major challenge; there's no way you can just have a quick game of Colonization, which is testimony to the game's appeal. It really is tremendous stuff.

MARK PATTERSON

VERDICT

PC

Despite the bland and somewhat basic graphics, if you play Colonization for more than five minutes, you'll find that there is a subtle and absorbing strategy game lurking beneath the bland exterior. OK, it takes some getting used to, but once you give your colonists jobs and you make friends with the Indian nations, this game is as engaging as Civilization ever was. With the focus on colony management, rather than rampaging imperialism, Colonization is very different. Just because you can take Genghis Khan to the stars in 'Civ', doesn't mean you can easily succeed in Colonization. This is a huge challenge.

STEVE JAMES

GRAPHICS	65
SOUND	80
PLAYABILITY	91
VALUE	87

OVERALL

90

■ MEGA DRIVE ■ SNES

■ Platform ■ Sony

■ MD£44.99 SNES£59.99

■ Out end October

■ No other versions available

■ No other versions planned

mickey mania

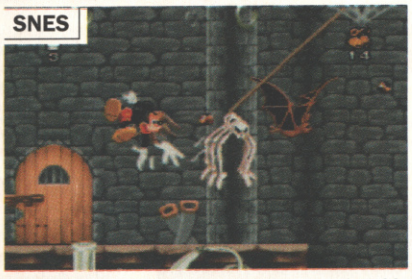
Mania was originally planned to coincide with the rodent one's 65th birthday last year, but it looks like the delay has been worth it...

MEGA DRIVE

Eager not to burn his britches Mickey has to escape from getting his bott' burnt.

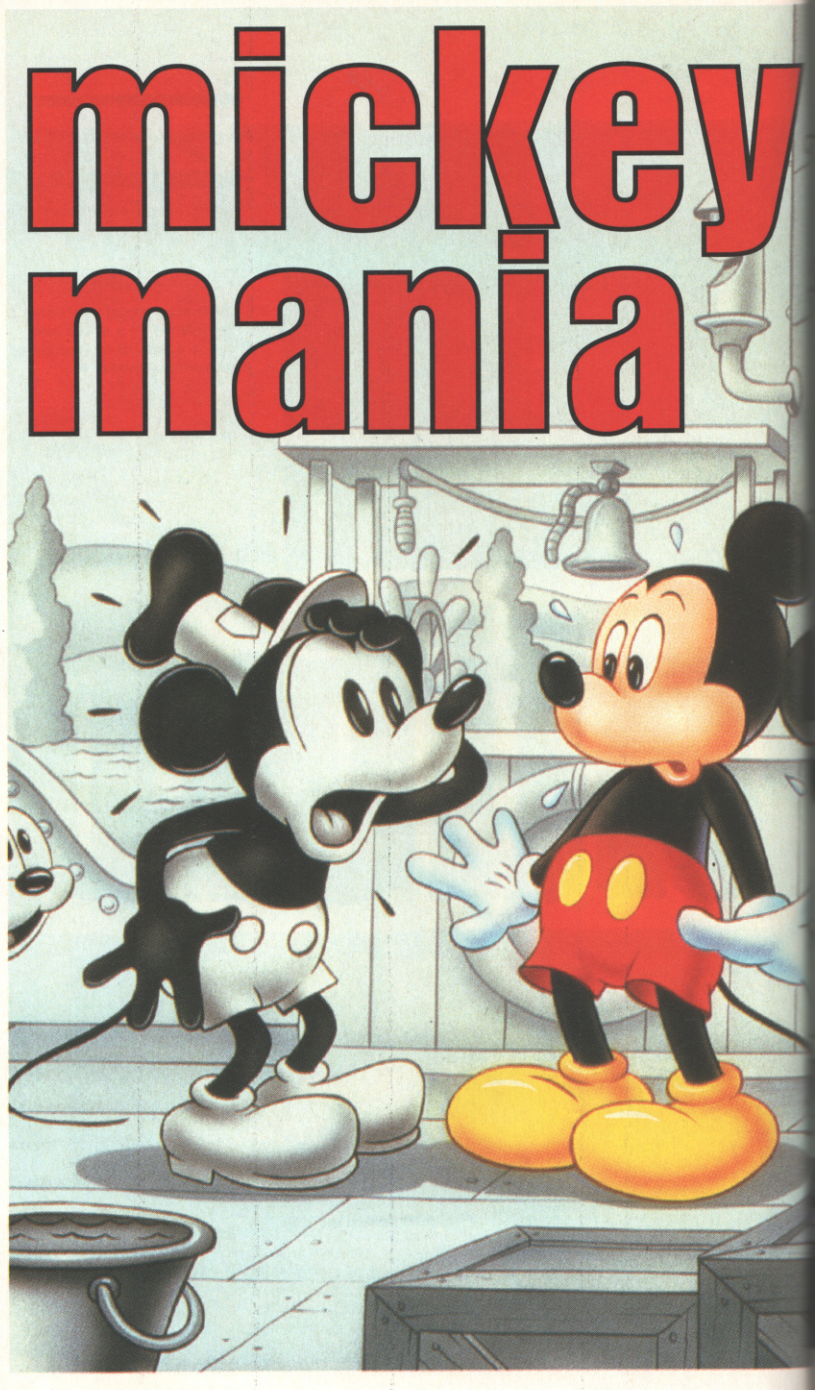
Gather collectables in the castle. Sling them at spiders in order to use the ropes to cross gaps safely.

SNES



Love him or loathe him there's no denying that Mr falsetto voice is a bit of a star everywhere he rears his rather large ears. He's already shown his face in a couple of decent Mega Drive games, most notably Castle of Illusion. A landmark in Mega Drive games, its awesome graphics showed the potential of Sega's 16-bit machine in the hands of capable programmers.

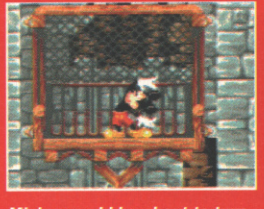
Mickey Mania looks like being a landmark game too – and although the graphics are brilliant, it's the variety in the gameplay which sets it apart from countless other platformers. The game is based around seven of his most famous and character-developing encounters, including Steamboat Willy (his first cartoon from 1928), The Mad Doctor from 1933 (his first colour outing) and Moose Hunters from 1937 (his first talkie).



THE WONDERFUL WORLD OF DISNEY

Disney animation is second to none and that quality is seen in abundance in Mickey Mania...

Boy and dog (or rather dog and mouse) as they jump to avoid the rampaging moose.



Mickey could be about to turn in to Mickey Mush if he doesn't watch out.

Here you have to hang on for dear life, and unlike real life here you get more than the one.

'Are you a man or a mouse?' If the answer was the former Man's Best Friend might be more helpful.

Mickey fluidly ducks down in an attempt to avoid any danger that's thrown at him.

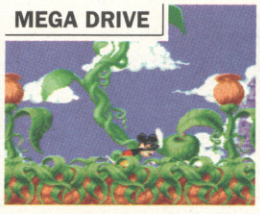
● GAME BY SONY ● CONTACT SONY (071-911 8700) FOR MORE INFORMATION

SNES

▲ Most of the time you kill creatures by the usual bum-splat method. The bigger they are the more times you need to hit them – and I'm sure there's a Disney moral tale there somewhere.

COOLER THAN PLUTO

MEGA DRIVE

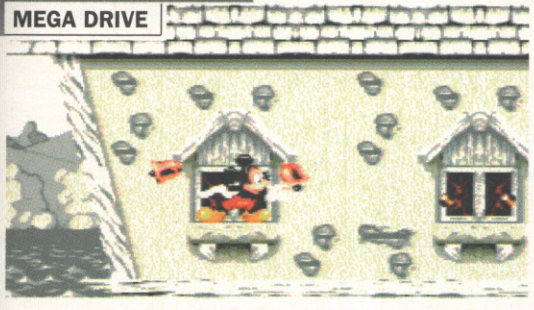


▲ I don't wish to reinforce stereotypes, but have you ever seen Mickey eat any cheese?

SNES

▲ Here Mickey balances on a high-speed trolley and needs to be guided over gaps and ducked under spinning blades.

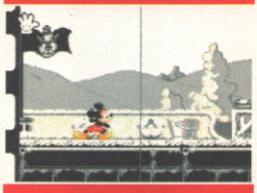
MEGA DRIVE



▲ The colour palettes chosen for the game are so evocative of those early Mickey cartoons.

THE WONDERFUL WORLD OF 16-BIT

Although the game looks fine on SNES, it's the Mega Drive version which is technically more impressive.



On the SNES' first level they've omitted that old film feeling.

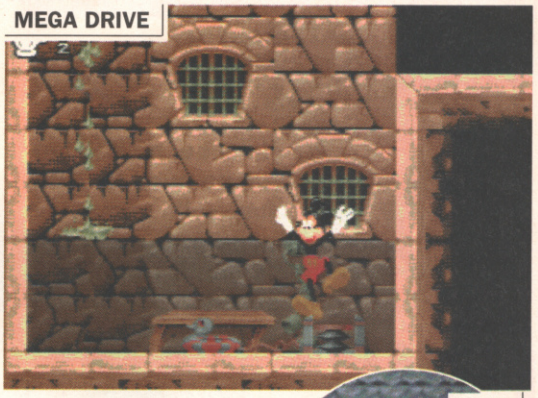
This house scrolls by Mode-7 style as Mickey passes by.

Another Mode 7 style trick is seen in this swinging girder section.

The ground spins like a giant carwash as the moose attempts to catch Mickey.

Climb the tower, Nebulus-style, and admire the superb parallax scolly-scrollies.

MEGA DRIVE



▲ Does anyone ever think Michael Jackson looks like Mickey Mouse? Oh, it's just me then.

Here Mickey has to make it ▶ along a rotating tower before the flames catch him up. This is an idea borrowed from the old C64 game Nebulus.

SNES

SNES

▲ Pluto often acts as a sort of radar and will warn Mickey of imminent dangers.

VERDICT

SNES

Mickey has had more platformers based on him than any other character, so it's surprising that original ideas can still be found. With this version, everything is appealing: from presentation to animation, no other game captures the animation techniques used by Disney better than this. In play it holds few surprises but there's plenty of variety and impressive 3D sections. A great and taxing challenge, but there are better platformers around.

DENIZ AHMET

GRAPHICS	98
SOUND	82
PLAYABILITY	89
VALUE	85

OVERALL

88

ALTERNATIVE

PC

Cool Spot

Virgin/£29.99

The PC doesn't really have many decent platform games – apart from this of course! A perfect conversion from the console version

ISSUE 152: 85%

VERDICT

MEGA DRIVE

And I thought platform games were becoming stale! Last month saw Dynamite Headdy and now this. Variety packed, from standard platform levels to the Castelian-esque tower and the brilliant 3D moose chase sequences, Mickey feels good to play too, with responsive control and sensible restart points. Technically it's outstanding, with so many SNES-style effects, I thought it was the SNES version! Mickey Mania is destined to be one of the year's best platformers.

RIK SKEWS

GRAPHICS	91
SOUND	86
PLAYABILITY	98
VALUE	88

OVERALL

90

● ONE OF THE REASONS FOR MICKEY MANIA'S DELAY WAS BECAUSE THE PROGRAMMERS HAD TO DRAW MICKEY DIFFERENTLY FOR EACH OF THE LEVELS, RATHER THAN USE THE SAME SPRITE THROUGHOUT LIKE MOST GAMES

MEGA DRIVE

Driving ■ **Codemasters**
£39.99 ■ **OUT NOW**
Future versions to be announced
No other versions planned

CVG HIT!

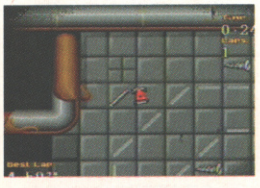
No violence, no bad language, no need for CDs. It's just solid gameplay all the way in a game that's destined for classic status.

micro machines 2

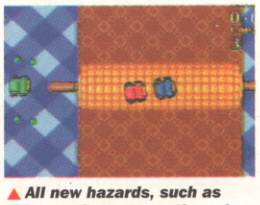
When Micro Machines first appeared on the old NES not even Codemasters could have predicted the kind of success it would achieve. Almost every format's had a version and, although the Codies have stuck to the basic format, they've utterly topped it with the sequel.

It's nice to see that the programmers recognised the strengths of the original game and refrained from making any changes there. Instead Micro Machines 2 plays very similarly to the first game, but it's been dressed up to the hilt. Because the game comes on a J-Cart, up to four players can compete without the need for a Sega Tap, there are more courses, new vehicles, plenty of options and playmodes and, above all, even more playability than the first game. It may sound like a Luddite attitude, but with so many companies placing faith in Silicon Graphics machines and actors, it's really nice to see something which, technically at least, is stuck in the Dark Ages, but nobody really cares 'cos it's just so great.

▲ *The pool table's one of the fastest tracks in the game. That, combined with sharp turns and loads of hazards, make it a real challenge.*



▲ *The basement provides a few tricky moments as you can't see what's coming next.*

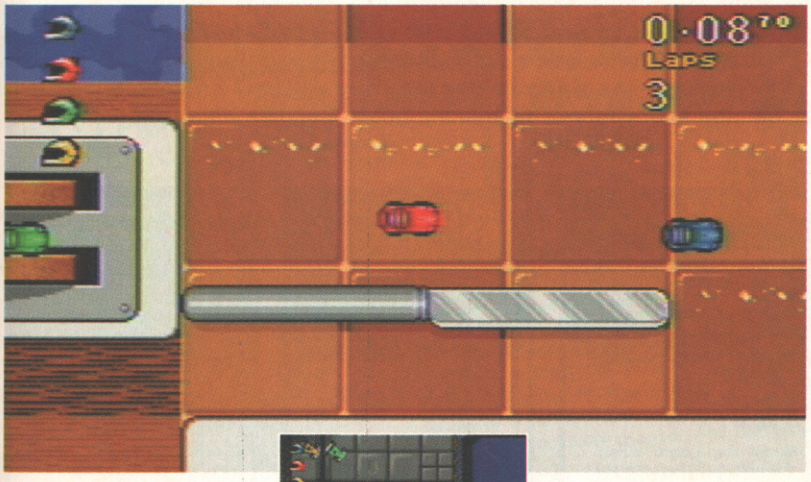


▲ *All new hazards, such as this rotating corn on the cob, make the tracks even tougher.*

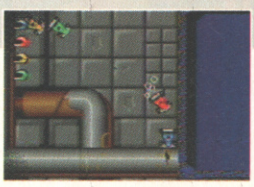
RACE DAYS

MM2 is loaded with different vehicles, all of which have their own characteristics determining speed, acceleration and handling. Some are slightly easier to control than others, and some, when combined with the tougher courses, are purely the territory of experts.

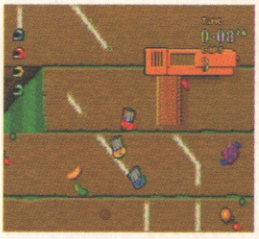
● GAME BY CODEMASTERS ● CONTACT CODEMASTERS (0926 814132) FOR MORE INFORMATION



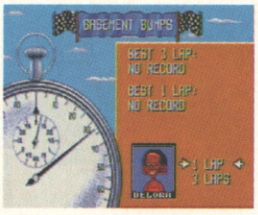
▲ The cars in Micro Machines are now outfitted with horns. It's a completely pointless feature, but most appreciated all the same for the comedy value of it.



◀ Like most games, Micro Machines 2 is best played with a couple of mates, especially ones who are crap at games and make you look like an ace gamesplayer.

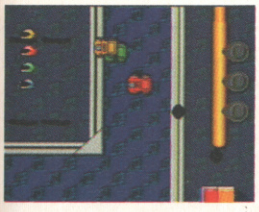


▲ The biggest danger you face in courses such as the Tree House here, is plummeting off the edge of the track. It costs valuable time and will get you laughed at by any human opponents.



▲ You can race against yourself in Time Trials. From the second lap onwards a 'ghost' car will appear, which is a recording of your fastest lap. Beat that and that performance replaces it.

▲ Novices start on the training camp, which is the equivalent of water wings and nose clips. Pathetic. A real gamesplayer will go straight in at the deep end, flounder, and go out looking good.



▲ One way to be immensely successful, and unpopular, is to race dirty and force your opponents off the track.

MICRO MACHINES FOR BEGINNERS

Winning a race is a fine against the computer, but when you're up against flesh-and-blood opposition, the aim is to score points. It's a rather clever system, really. To ensure that both cars are on screen, points are earned by whoever gets far enough in front to touch the side of the screen. Obviously it's made a bit easier if you ram your opponent into a hazard, but that would just be unsporting...

▲ When you're racing against the Mega Drive you need to come first or second to qualify for the next round.

SECOND OPINION

It's hard to define exactly why a game like this is so playable. It could be the speed, the simplicity or the multiplayer mode. Whatever it is, this version possesses all the playability of the original and then some. Once you start playing it's easy to forget the simplicity of the sound and graphics and spend far too long staring at the screen trying to beat your times. There won't be many better multiplayer games than this on the Mega Drive this year, so why hang around when you can buy this?

DENIZ AHMET

VERDICT

MEGA DRIVE

The next game you should buy features tiny, crude graphics that are almost impossible to control. Yes, Micro Machines 2 is utterly brilliant! It plays like the original, only with more vehicles, tougher tracks and plenty of new play modes – and it comes on a J-Cart, so you can have a four player game without buying any extra kit. I've got a feeling that in ten years' time gamesplayers will be harping on about how great games like this were back in the good old days...

MARK PATTERSON

GRAPHICS	69
SOUND	67
PLAYABILITY	93
VALUE	94

OVERALL

94

out now...

We want to make your life easy when choosing games. Heck, we've even decided to save you the trouble of turning the page in our monthly eyeball on what's covering the shelves in punter land. Get the Knowledge.

cart
MORTAL KOMBAT 2

- SNES, MD
- issue 154
- SNES96% MD97%

One of our highest scoring games this year and straight in at number one on the SNES and Mega Drive charts. A faultless coin-op conversion with enough tactics and lastability to knock Super Street Fighter away. Will never disappoint...

cart
DYNAMITE HEADDY

- MD
- issue 155
- 92%

In our judgment Dynamite is a Sonic beater. This is simply the best platform game on the Mega Drive at the moment, with original graphics and a demanding line in puzzles. Variety and depth are what you're paying for with this one.

cart
VORTEX

- SNES
- issue 155
- 92%

An FX chip game which doesn't quite match the quality of Stunt Racer but is impressive all the same. Imagine Star Wing with a ship that can change shape and you'll get the idea. Offers many ways to play and a very good challenge too.

cd
ROAD RASH

- 3DO
- issue 155
- 91%

This is the first game on the new consoles to earn a CVG hit. Amazing texture mapped graphics and genuine addictiveness are complimented by lots of tracks and very humorous use of FMV interludes. Just like a coin-op game.

cd
INFERNO

- PC CD-ROM
- issue 155
- 93%

This combines the playability of an arcade game with the complexity of Elite 2 and the features of a flight-sim. Features an overwhelming number of things to do, but is made annoying by slow disc access. Still, it's one of the best CD games yet.

cd
SIMON THE SORCERER

- CD32
- issue 155
- 86%

A gorgeous looking point-and-click adventure game with a really involving script and loads of spoken dialogue. Funny to play and challenging with it. Even features vocals by Chris Barrie from Red Dwarf and ex-CVG writer Steve Keen!

handheld
PROBOTECTOR 2

- GAME BOY
- issue 155
- 84%

A mirror image of the SNES original and its just as playable. One of the best arcade games the Game Boy has seen, with its popularity arising from aggro appeal and the number of crippling weapons. Enhanced through a Super Game Boy.

handheld
YOGI BEAR

- GAME BOY
- issue 155
- 80%

Much better than the SNES version, thanks to its largely varied gameplay. Track down the stolen money and save Jellystone Park in 32 platform stages which are littered with cleverly-structured puzzles and plenty of original features.

handheld
RACE DAYS

- GAME BOY
- issue 155
- 82%

A clever little overhead racing game which for 25 sovs is an absolute barg', as they say in Bargain Land. Looks like Micro Machines and plays a lot like it too. Even features a head-on driving game. Decent graphics and great controls.

pc/amiga
RUFF 'N' TUMBLE

- CD32
- issue 155
- 86%

A standard but very playable platform game that makes killing baddies disturbingly satisfying. It's picked up a number of very jazzy items from the graphics depot, and there are some intelligent opponents to mangle. Hours of gameplay!

pc/amiga
FIFA SOCCER

- PC
- issue 154
- 86%

Even though you can't play four-up, as you could with the cartridge versions, there's no stopping this floppy version. Very fast graphics, realism and fabulous sound make this the best footie game to be formatted on to floppy disk for some time.

pc/amiga
PUTTY SQUAD

- A1200
- issue 154
- 87%

Up to the eyeballs in AGA graphics, here's something a tad different. It combines puzzles and platform antics, and you control a morphable piece of putty, changing his shape to duck and dive the many tasks ahead. Very original.

pd
ZOMBIES 2

- AMIGA
- 78%

Life is inexpensive when you're in PD land, and if you hunt out this Operation Wolf you'll be in for a zombie blitz of the stomach-churning variety. Simple, cheap, and good for when you want a quick blood snack. It's not particularly challenging, but what did you expect?

pd
GORF

- AMIGA
- 80%

Remember Gorf? Until now the only home version was on Vic20 cartridge. But now you can experience the full effect of this superb early-eighties coin-op for just a couple of quid. It remains faithful to the original, although isn't as tough as we remembered it to be.

pd
JAZZ JACKRABBIT

- PC
- 90%

Resembles Sonic in gameplay, but your tooled up with weapons. Pick up and use anything that doesn't move – an excellent idea. Even includes 3D bonus levels akin to Space Harrier, and all delivered in 256-colour graphics. Plenty to do and worth every penny.

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

IT'S HERE!

JAGUAR OFFICIAL UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE

There are now more than 150 developers signed up to produce Jaguar software titles, with over 50 titles in progress. The following are the current titles, with Atari's release dates.

Crescent Galaxy - JGS 1852	NOW	£39
Evolution - Dino Dudes - JGS 2462	NOW	£39
Raiden - JGS 6722	NOW	£39
Tempest 2000 - JGS 7472	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Alien v Predator - JGS 1122	OCT '94	£54
Club Drive - JGS 1794	OCT '94	£49
Kasumi Ninja - JGS 4502	OCT '94	£49
Chequered Flag - JGS 1761	OCT '94	£54
Brutal Sports Football - JGS 1532	OCT '94	£54
Doom - JGS 2282	OCT '94	TBC
Rise of the Robots - JGS 6942	OCT '94	£49
Tiny Toon Adventures - JGS 7592	NOV '94	£49
Space Wars - JGS 7031	LATE '94	TBC
Battlemorph (CD)	LATE '94	TBC
Battlezone 2000 - JGS 1341	LATE '94	TBC
Blue Lightning (CD)	LATE '94	TBC
Creature Shock - JGS 1802	LATE '94	£39
Demolition Man - JGS 2142	LATE '94	£39
Dragon - Bruce Lee Story - JGS 2272	LATE '94	£39
Hardball III - JGS 3841	LATE '94	TBC
Highlander (CD)	LATE '94	TBC
Iron Soldier - JGS 4011	LATE '94	TBC
Jack Nicklaus Golf (CD)	LATE '94	TBC
Legions of the Undead - JGS 4941	LATE '94	TBC
Star Raiders 2000 - JGS 7192	LATE '94	£49
Bubsy the Bobcat - JGS 1581	EARLY '95	TBC
Brett Hull Hockey	EARLY '95	TBC
Charles Barkley Basketball - JGS 1741	EARLY '95	TBC
Chaos Agenda	EARLY '95	TBC

ACCESSORIES

Jaguar Controller - JGA 2000	£19.99
Composite Monitor Cable - JGA 4327	£16.99
RF Switch Box inc Cable - JGA 4871	£16.99
Scart Cable - JGA 4200	£9.99

All Prices include VAT

THE WORLD'S FIRST 64-BIT CONSOLE

The 64-bit Jaguar is here to make other games consoles look prehistoric!

Atari, the inventors of video games, have developed another world exclusive - the FIRST EVER 64-bit games console. Why settle for less, when the Jaguar can deliver arcade quality sound and graphics in games which would be impossible to play on other consoles. Check out Jaguar's impressive specifications, then visit your nearest Silica store for a demonstration. Or, if you can't wait to get your hands on one, call our mail order hotline now. Stock permitting, we can make sure your Jaguar is delivered to you the day after we receive your order (UK mainland). And, delivery (Mon-Fri) is FREE!

CD-ROM add-on

To provide access to even bigger and better games, plus films and standard music CDs, Atari expects to deliver a CD add-on for Jaguar before Christmas '94.

- 5 Processors
- 64-BIT DATA BUS
- 2Mb 32-BIT RAM
- Spectacular 32-BIT Graphics including 3D Animation
- 16.7 Million Colours
- CD Quality Stereo Sound
- 17 Button Controller
- Plugs Straight into a TV
- Free Cybermorph Game

On Cartridge - Worth £39 INC VAT

JAGUAR CONSOLE + CONTROLLER PLUS CYBERMORPH GAME

£229

INCLUDING VAT - JAG 1064

THE SILICA SERVICE

1978 SILICA 1994 — 16 YEARS SERVICE TO YOU

Before you decide when to buy your Jaguar console, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland (there is a small charge for Saturday delivery).
- **TECHNICAL SUPPORT HELPLINE:** A team of technical experts will be at your service.
- **PRICE MATCH:** We match on a "Same product - Same price" basis.
- **ESTABLISHED 16 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M A YEAR COMPANY:** With over 300 staff - We are solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts are available. **Tel: 081-308 0888.**
- **SHOWROOMS:** We have demonstration facilities at all our stores.
- **THE FULL STOCK RANGE:** All of your computer requirements from one supplier.
- **FREE CATALOGUES:** With special offers and product news.
- **PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

NOW IN 18 BRANCHES OF DEBENHAMS STORES NATIONWIDE

SILICA IS A DIVISION OF PRODIS PLC — 13300909-4

MAIL ORDER 081-309 1111

PLUS TECHNICAL AND HEAD OFFICE

SILICA, SILICA HOUSE, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor), St James Barton	0272 291021
CARDIFF	Debenhams - 46-50 St. David's Way	0222 399789
CHELMSFORD	Debenhams - (2nd Floor), 27 High Street	0245 355511
CROYDON	Debenhams - (2nd Floor), 11-31 North End	081-688 4455
GLASGOW	Debenhams - (5th Floor), 97 Argyle Street	041-221 0088
GUILDFORD	Debenhams - (3rd Floor), Millbrook	0483 301300
HARROW	Debenhams - Open Sept '94, Station Road	081-427 4300
HULL	Debenhams - (2nd Floor), Prospect Street	0482 25151
IPSWICH	Debenhams - (2nd Floor), Westgate Street	0473 221313
LONDON	52 Tottenham Court Road	071-580 4000
LONDON	Debenhams - (3rd Floor), 334 Oxford St	071-493 3735
LUTON	Debenhams - (1st Floor), Arndale Centre	0582 21201
MANCHESTER	Debenhams - (3rd Floor), Market Street	061-832 8666
PLYMOUTH	Debenhams - (3rd Floor), Royal Parade	0752 266666
ROMFORD	Debenhams - (3rd Floor), Market Place	0708 766066
SHEFFIELD	Debenhams (3rd Floor), The Moor	0742 768611
SHEFFIELD	Debenhams - Open Sept '94, Meadowhall Centre	0742 568555
SIDCUP	Hatherley Road	081-302 8811
SOUTHAMPTON	Debenhams - (1st Floor), Queensway	0703 223888
SOUTHEND	Keddies - (2nd Floor), High Street	0702 468039
THURROCK	Debenhams - (1st Floor), Lakeside Centre	0708 860066

To: Silica, CVG-1194-217, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE ATARI JAGUAR

Mr/Mrs/Miss/Ms: ..... Initials: .....

Surname: .....

Company (if applicable): .....

Address: .....

..... Postcode: .....

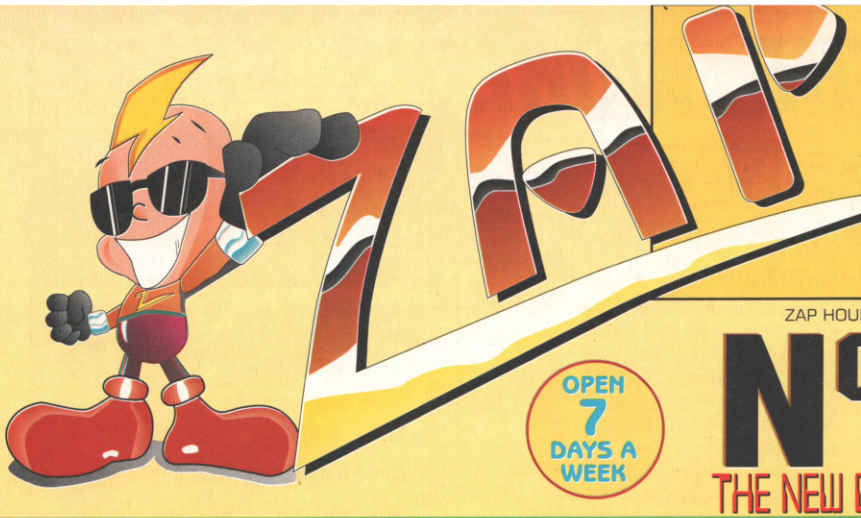
Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own?

..... 217E

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.



ZAP COMPUTER GAMES

TECHNO HOUSE·LOW LANE·HORSFORTH

LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0·5·3·2 5·9·0·0·7·7

LOW LOW PRICES – ALL THE LATEST GAMES & MACHINES –
SUPER QUICK DELIVERY – NO SILLY MEMBERSHIP FEES REQUIRED
TO BUY. OUR MOST FRIENDLY STAFF ARE WAITING FOR YOUR CALL

OPEN 7 DAYS A WEEK

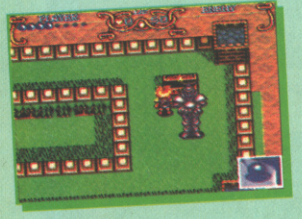
ZAP HOURS: 9am–7pm Mon–Fri • 9am–5pm Sat. and Sun. FAX NO: 0532 586

Nº1 FOR SERVIC AND PRIC

THE NEW GENERATION IS COMING! Call for details of Sony Play Station, Sega Sa Sega 32X and Neo Geo CD – Reserve your

SAMURAI SHOWDOWN (FAMICOM) **CALL**

SUPER STREET FIGHTER **CALL**



SOUL BLAZER 2 **CALL**

ALIEN vs PREDATOR **CALL**

SUPER NES USA

SOUL BLAZER II (ENIX)	CALL
FINAL FANTASY III (SQUARE)	CALL
BRIAN LORD (ENIX)	£54.99
STREET RACER (UBISOFT)	CALL
SUPER STREET FIGHTER II (CAPCOM)	CALL
BREATH OF FIRE (SQUARE)	£59.99
POCKY & ROCKY II (NATSUME)	CALL
EARTHWORM JIM (VIRGIN)	CALL
FIEVEL GOES WEST (SUNSOFT)	CALL
MORTAL KOMBAT II (ACCLAIM)	£59.99
FIGHTERS HISTORY	CALL
SATURDAY NIGHT SLAM MASTERS (CAPCOM)	CALL
STUNT RACE FX (NINTENDO)	CALL
JUNGLE BOOK (VIRGIN)	CALL
DOUBLE DRAGON V (TAITO)	CALL
SUPER BONK (PC KID) (HUDSON)	CALL
LORD OF THE RINGS (INTERPLAY)	CALL
ULTIMA RUNES OF VIRTUE II (FCI)	CALL
AERO FIGHTERS (TAITO)	CALL
SUPER METROID (PAL) (UNBOXED)	£29.99
SUPER METROID (US)	£54.99
STAR TREK (SPECTRUM HOLY BYTE)	£59.99
EYE OF THE BEHOLDER (CAPCOM)	£54.99
FATAL FURY II (TAKARA)	£54.99
SOS (VIC TOKEI)	£49.99
FIFA SOCCER (OCEAN/EA)	£44.99
KICK OFF III (IMAGINEER)	£49.99
WORLD CUP STRIKER (ELITE)	£59.99
WORLD CUP SOCCER US 94 (US GOLD)	£54.99
SOCCER SHOOTOUT (CAPCOM)	£54.99
PINBALL DREAMS (GAMETEK)	£29.99
MEGAMAN SOCCER (CAPCOM)	£54.99
MEGAMAN X (CAPCOM)	£39.99
HARDBALL III (ACCOLADE)	£54.99
MIGHT & MAGIC III (FCI)	£54.99
KING OF THE MONSTERS II	£54.99
SPELLCRAFT (ASC II)	£49.99
SPEEDY GONZALES (SUNSOFT)	£49.99
SUPER MAN (SUNSOFT)	£54.99
SPIDERMAN & VENOM (ACCLAIM)	£59.99
VIRTUAL BART (ACCLAIM)	£54.99
OPERATION EUROPE (KOEI)	£59.99
CLAYMATES (INTERPLAY)	£29.99
SECRET OF MANA (SQUARE)	£54.99
FINAL FANTASY II (SQUARE)	£49.99
WIZARDRY 5 (CAPCOM)	£29.99
JOE & MAC II (DATA EAST)	£39.99
BUGS BUNNY (SUNSOFT)	£39.99
LETHAL ENFORCERS + GUN	£49.99
BATTLE CARS (NAMCO)	£34.99
MARIOS TIME MACHINE	£24.99
AERO THE ACROBAT (SUNSOFT)	£24.99
ACTRAISER II (ENIX)	£24.99
COOL SPOT (VIRGIN)	£29.99
GOOF TROOP (CAPCOM)	£24.99
J MADDEN 94 (EA)	£44.99
STANLEY CUP HOCKEY (NINTENDO)	£44.99
SPORTS BASEBALL/FOOTBALL (MALIBU)	£34.99
OPERATION LOGIC BOMB	£24.99
MECAROBOT GOLF	£20.00
TECMO SUPER BOWL (TECMO)	£24.99
EVO (ENIX)	£24.99
RED LINE F1 RACER	£24.99
PEACE KEEPERS (JALECO)	£39.99
ROMANCE OF THE III KINGDOM III	£39.99
KENDO RAGE	£24.99
DARIUS III	£24.99
IMPOSSIBLE MISSION (MICROPROSE)	CALL
ANDRE AGASSI TENNIS (TECMAGIK)	£29.99
BATTLE CARS (TECMO)	£29.99

FAMICOM JAPAN

SAMURAI SHOWDOWN (TAKARA)	CALL
TINY TOON SPORTS (KONAMI)	CALL
SPARKSTER (KONAMI)	CALL
DEMONS CREST (CAPCOM)	CALL
WILD GUNS (KONAMI)	CALL
FIGHTERS HISTORY	CALL
KING OF THE MONSTERS II (TAKARA)	CALL

Our premises are bulging with games, so if you don't see what you want do not despair Just call! All Postal orders and credit card purchases will be whisked to you the same day. **All prices subject to change and availability. Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50**

FAMICOM JAPAN

MYSTICAL NINJA II (KONAMI)	CALL
SUPER BOMBERMAN II (HUDSON)	CALL
SUPER STREET FIGHTER II (CAPCOM)	£59.99

THIS WILL PREPARE YOU!!

THIS EXCLUSIVE TO ZAP PRE-PROGRAMMED PAD FEATURES 96 SPECIAL MOVES FOR MORTAL KOMBAT II INCLUDING ALL FATALITIES, BABALITIES, PITS AND FRIENDSHIPS. ALSO COMPATIBLE WITH SMART CARDS FOR SUPER STREETFIGHTER, CLAYFIGHTERS & MANY MORE – CALL FOR DETAILS OF SPECIAL OFFER WHEN BUYING MORTAL KOMBAT PACK AND PAD.

ATARI JAGUAR	
UK MACHINE	£240.00
US MACHINE	£240.00
ALIEN VS PREDATOR	CALL
KASUMI NINJA	CALL
RED LINE RACER	CALL
BRUTAL SPORTS FOOTBALL	CALL
TEMPEST 2000	CALL
CASTLE WOLFENSTEIN 3D	CALL

NEO-GEO UK

NEO GEO CONSOLE	£300.00
NEO GEO CONSOLE (USED)	£199.00
NEO GEO CD	CALL
SAMURAI SHOWDOWN CD	£55.00
FATAL FURY SPECIAL CD	£55.00
ART OF FIGHTING II CD	£55.00
SUPER SIDE KICK SOCCER II CD	£55.00
BASEBALL STARS II CD	£55.00
SAMURAI SHOWDOWN II CARTRIDGE	CALL

MANY USED CARTRIDGES IN STOCK
CALL FOR BEST PRICES!!!

3-D-O USA

US MACHINE AND GAME & SCART BOX	£450.00
UK MACHINE AND GAME	£399.00
ROAD RASH	CALL
THEME PARK	CALL
SLAYER (RPG)	£54.99
PGA GOLF	CALL
MAD DOG MACREE II	£54.99
WAY OF THE WARRIOR	£54.99
THE NEED FOR SPEED	CALL
JOHN MADDEN FOOTBALL	£39.99
THE HORDE	£39.99
PEBBLE BEACH GOLF	£39.99
STAR TREK THE NEXT GENERATION	CALL
3-D-O GAME GUN	£39.99
3-D-O CONTROLLER	£39.99

HARDWARE

SUPER GAMEBOY (SCART ONLY)	£59.99+£1.50 P&P
PAL SUPER SCOPE & 6 GAMES	£15.00+£5.00 P&P
SNES US CONSOLE	£120+£7.50 P&P
NEO GEO CONSOLE	£300+£7.50 P&P
NEO GEO USED CONSOLE	£220+£7.50 P&P
3-D-O CONSOLE & CRASH & BURN	£45
ATARI JAGUAR UK CONSOLE	£2
ATARI JAGUAR US CONSOLE	£2
SNES MULTITAP	£24.99+£1.50 P&P
SNES PAL BOOSTER	£29.99+£1.50 P&P
TRISTAR (NES TO SNES CONVERTER)	£39.99+£3.00 P&P
SNES MOUSE	£24.99+£1.50 P&P
ASCII FIGHTER STICK (SNES)	£34.99+£3.00 P&P
TOP FIGHTER JOYSTICK (SNES)	£49.99+£5.00 P&P
NTSC GAME CONVERTER (SNES)	£20.00+£1.50 P&P
NEO GEO JOYSTICK	£50.00+£5.00 P&P
NEO GEO MEMORY CARD	£20.00+£1.50 P&P
3-D-O PAD	£39.99+£1.50 P&P
JAGUAR PAD	£24.99+£1.50 P&P
NEO GEO STYLE JOYSTICK (SNES)	£39.99+£3.00 P&P

SPECIAL OFFER

WHEN BUYING A UK SNES CONVERTOR FOR £19.50 AND A US/JAP NINTENDO GAME YOU CAN KNOCK A WHOLE

£10 OFF

THE PRICE OF THE GAME, NOW THAT'S WHAT I CALL AN OFFER!!! EXAMPLE – IF YOU BUY THE CONVERTER & GOOF TROOP THE TOTAL COST WOULD BE A MERE £34.49 + (P&P) OUCH!! SAID OUR BANK MANAGER!

ORDER FORM

CUT HERE

Send to this address:

ZAP
TECHNO HOUSE
LOW LANE, HORSFORTH
LEEDS LS18 4DF

Please rush me the following

NAME

ADDRESS

POSTCODE

TELEPHONE NO.

ITEM	PRICE	POST/P	TOTAL

Please make cheques/PO's payable to ZAP

GRAND TOTAL

Credit card number

Expiry Date

☐ Cheque ☐ Credit Card ☐ Postal Order

Access VISA

Switchcards welcome.
Please quote issue no. for Switch.

supershorts...

Footie ones, leder ones, or those funny spangly ones that Kylie used to wear, everyone's got their favourite shorts. Here's ours...

NBA LIVE '95

SNES ■ EA
£Unconfirmed

Wicked, and furthermore, crucial basketball sim.

GRAPHICS
Superbly drawn and animated sprites really improve the atmosphere, although the courts are samey.

SOUND
Extremely realistic spot effects add a lot (although you'd be a bit worried if your trainers were that squeaky).

PLAYABILITY
It's a bit difficult working out which players to put where at first, but once you suss this out Live '95 is darned ace.

OVERALL

91

SAMURAI SHOWDOWN

Game Boy ■ Takard
£Unconfirmed

Surprisingly well converted beat-'em-up.

GRAPHICS
The sprites are large and well-drawn, but, sadly, the animation is a bit on the flicky and not-too-great side.

SOUND
The horrendous and irritating game tune could tip you into full-blown psychosis. But the effects are all right.

PLAYABILITY
The limitations of the screen can cause confusion every now and then, but the game is still great fun.

OVERALL

85

WORLD CUP USA '94

Amiga ■ Tiertex
£27.99

Horrible footie cash-in which is miles too late.

GRAPHICS
Blocky sprites and cobblers animation add up to a visual non-starter, even in the field of football games.

SOUND
Fuzzy, crackly and hissy are three words you could use to aptly describe the sound of this game. Godawful.

PLAYABILITY
Takes about half an hour to get to the main game, and the faffing doesn't stop there. Full of major irritations.

OVERALL

41

PINKIE

Amiga ■ Millennium
£25.95

Enjoyable platform/puzzler for kids.

GRAPHICS
An annoyingly cute sprite wanders through an array of brightly coloured and strongly drawn environments.

SOUND
Not bad, not bad at all. The standard, inoffensive bouncy tunes and effects are professional if lacking in flair.

PLAYABILITY
Strictly for kids, for certain. But this is a quality example of non-violence which may interest concerned parents.

OVERALL

80

BATTLE BUGS

PC ■ Sierra
£34.99

Original if occasionally irritating strategy title.

GRAPHICS
Garishly coloured, but the sprites and backdrops on display here are at the very least nicely drawn.

SOUND
Have you got an expensive soundcard? You're not going to get your money's worth from this, that's for sure.

PLAYABILITY
Plenty of good ideas in the package, and original enough, but there are still a few fatal flaws lurking around.

OVERALL

79

DARK LEGIONS

PC ■ SSI/US Gold
£35.99

Brilliant marriage of RPG and beat 'em up.

GRAPHICS
Just damned lovely. Deep and dark use of shading lends a baroque atmosphere to the game. Pretty, too.

SOUND
Not awe-inspiring, but at least it has the air of hard-work about it, which is something in this day and age.

PLAYABILITY
Fans of both genres will definitely like it a lot, but solely strategy or arcade-minded players may not quite enjoy.

OVERALL

90

MISADVENTURES OF FLINK

Mega Drive ■ Psygnosis
£Unconfirmed

Visually impressive and fairly enjoyable platformer.

GRAPHICS
Whilst the colours look a bit pale and washed-out, the actual sprite artwork itself is brilliant, and so's the animation.

SOUND
Annoyingly rustic theme tune abounds, but the sound effects, where they exist, are nearly always pretty effective.

PLAYABILITY
A surprising wealth of new ideas here, but whilst it's good fun to play it doesn't get the adrenaline going much.

OVERALL

81

NHL '95

Mega Drive ■ EA
£Unconfirmed

Umpteenth outing for this (now four-player) oldster.

GRAPHICS
Better animated than ever before, but at the end of the day still small little diddy ice hockey players.

SOUND
Grunting and groaning and that irritating jingle they play whenever anyone scores a point, it's all here.

PLAYABILITY
It's more playable than before, but anyone who doesn't own a version of NHL by now obviously doesn't want one.

OVERALL

80

HELP! + TIPS

From Rik & Den's love for each other comes their biological offspring, our help & tips section...

SNES
NINJA WARRIORS

Hard battle eh? Well, if you hold down buttons X and Y on title screen and press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B, as if by magic, a stage select cheat will appear. If you do the same on the stage select screen you then get an area select screen.

SNES
RANMA 1/2

If there's one cheat every beat-'em-up seems to have these days it's the one which allows you to play as the boss. To do that in this game highlight the story mode strap and hold L with R then press START. The boss character should now appear on the selection screen.

SNES
LAWNMOWER MAN

If you want to do virtually anything in this game pause it once started and press B, R, A, SELECT, Y, A, B, Y, A, B, START, START, A, L, L and START. This will activate Nigel Wayne Mode – eh?

SNES
SUPER EMPIRE STRIKES BACK

The force will be with you if you use this cheat to start the game with all the forces. At the title screen press X, B, B, Y, X, A, A, X and START.

SNES
Mortal Kombat II

Apparently, Boutros (reader dude) has come up with a pointless but enjoyable cheat for MKII on the SNES which lets you see a fancy new introduction sequence. All you have to do is hold down L , R and START as the game boots up.

SNES
Rainbow Bell ADVENTURE

Yet again Rik's (pretend) brother, D. Boutros offers another exclusive tip for fans of this top Konami game. For a level select simply use the password TGTmJ.

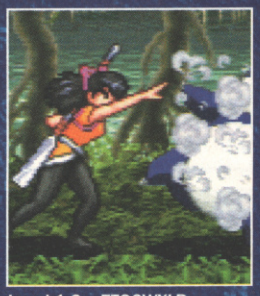
SNES
Top Gear

For a funky stage select simply select UK as the country you want to play and enter 'VALHALLA' and you can then play any country that you want.

AMIGA
IMPOSSIBLE MISSION 2025

Suddenly this game becomes not-so-impossible when you have all these level codes at your disposal...

Level 1.1 – No code



Level 1.2 – ETQCWXLB
Level 1.3 – EXQBEXYP
Level 2.1 – FBQBRXYH
Level 2.2 – FFQBYXRL
Level 2.3 – FJQHMXPH
Level 3.1 – FNQERXAO
Level 3.2 – FRQDRXWH
Level 3.3 – FUQZNXFL
Level 4.1 – FZQAXXUA
Level 4.2 – GDQLWXIJ
Level 4.3 – GHQLVXVJ
Level 5.1 – GIQCOXRG
Level 5.2 – GLQZGXCJ
Level 5.3 – GQQBJXOF

SNES
ADDAMS FAMILY

Yes we realise this is an old game but these are some new tips sent in by Luke James from London. For secret doors and a Power-Up Room, once you start the game, go into the hall of stairs and proceed to the left. Once you are past the last door to the left, push UP and there will be a secret door that leads to Puggsley's den. Go through the second secret door and you will be 'Behind the Stairs'.

Incredible Passcodes: here are a few combinations that will get you through the game in no time at all. At the title screen, go to the pass word option and put in these codes for a real boost in the game:
&1RRL – 36 lives, 3 hearts
D9RZ8 – 46 lives, 4 hearts, Fester saved
L6#GC – 61 lives, 5 hearts, Granny saved
B6KGB – 62 lives, 5 hearts, Granny/Puggsley saved
DGRGV – 66 lives, 4 hearts, Fester/Wednesday saved
3G9&3 – 84 lives, 4 hearts, Fester/Puggsley/Wed. saved
BLRXX - 76 lives, 5 hearts, Wed/Pugs/Gran/Fester saved

Super Password and Snappy Solo – This password will save all of your family, except Morticia, give you 41 lives and 5 hearts. Enter the code on the password screen as: BL#ZS. Also on this screen, you can press the L and R buttons to snap along to the music, or make your own solo.

Extra Lives – To get an amazing 99 lives enter the password as 11111. Subsequently you'll start the game in the hall of stairs and the counter will read 00, but once you die it will read 99.

SNES
GRADIUS III

A few of you have been asking us for tips on this old classic so here's all the cheats we could find for it.
Extra Credits - At the title screen, press X very rapidly. If you are fast enough, you will earn yourself 9 credits.

Arcade Mode - Go to the option mode and when in Game Level, press the A button rapidly until "Arcade" mode appears.

30 Extra Ships – At the title screen, hold left on the pad and press the A button three times. When you start, you'll have 30 ships.

Trick Full Power-Up - Pause the game and press UP, UP, DOWN, DOWN, LEFT,RIGHT, LEFT, RIGHT, B, A, and START.

Real Full Power-Up - Pause the game and press UP, UP, DOWN, DOWN, L Button, R Button, L Button, R Button, B, A, and START.

Super Demo - At the intro screen, hold the A button until the demo starts.

SNES
HYPERZONE

For a sound test in this little known import game - At the title screen, hold the L and R buttons and press START.

SNES
JOE & MAC

The follow-up to this has just been released officially by Elite but if you're having probs with the original shift through these superb tips.
Max Out Your Lives - Go into a level that has a 1-Up in it. Finish the stage and go back into it. Find the 1-Up, collect it then press START and SELECT to get out of the level. Repeat this to max your lives.
Extra 1-Ups – Collect a key and go to the first blue spot you can find on the map. Once in the bonus round, catch all of the meat that is dropped from the sky. A 1-Up will fall. Do NOT catch it. Let it fall and four 1-Ups will appear in its place.

Get Back in Dinosaur – If you die in the last stage (inside the dinosaur), you can continue back inside by going to the last stage on the map and

XTRAS

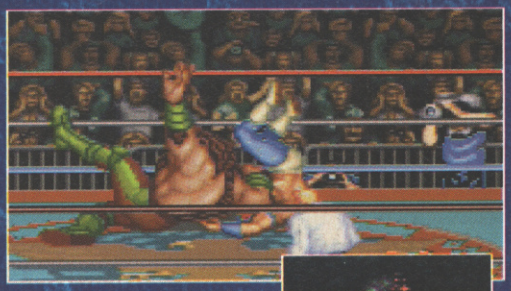
pressing START, then SELECT.

Hidden Levels – In levels 8 and 9, there are red eggs. Make sure there are no enemies on the screen, and then crack them. You will be transported to hidden stages.

SNES
SUPER GHOULS AND GHOSTS

Make short work of one of the first SNES games ever with the help of these tips from Kenny Mason in Wales.

Stage Select and Sound Test - Plug in controller 2. Go to the option screen and move the cursor to the exit. Instead of exiting, hold button L and START at the same time on the second controller and press START on the first controller. You will find yourself on a special screen in which you can select stages, areas, sound effects, & music.
Change the Music – Enter the option screen and use the trick shown above. Go to the sound select menu and look through D5-EA. These are music selections for the game. Select one of the music tracks and then select B5. When you press the button to hear it, the music will change from the normal instruments to drum beats. You can do this with any music in the sound select menu.



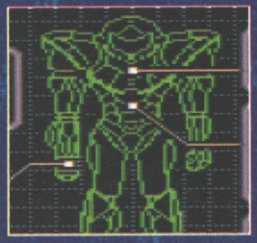
SNES
STUNT RACE FX

If you'd like a computer opponent in the Battle Trax option start the game as usual, but don't touch the pads and after a while the computer will drive

the opponent car.
Also, while in any race, if you press L, R and SELECT you'll get a new diagonal perspective.

SNES
Super Metroid

Having reached the end of the Maridia Stage you might have trouble killing the Dorigon boss. The best method we've discovered is to let Dorigin grab you and then fire your grappling beam into the electric side panels – this will electrocute the boss.



SNES
Muscle Bomber

If you'd like to take weapons into the ring, climb out, grab one and go to the side of the court. Now jump into the air and as you do so press attack to throw the weapon back into the ring.

JAGUAR
EVOLUTION: DINO DUDES

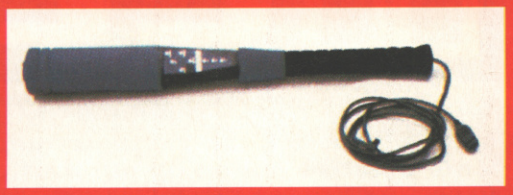
For the ultimate in dudes, ie infinite ones, do this: Press AC on the password screen and enter ONCE DEAD as the password. Press OK and you should hear a sound. Now hit AC again and enter TWICE BORN as a password. If you hear a burp when you press OK you will have infinite Dino Dudes.

Jaguar
WOLFENSTEIN 3D

For a level select to make this game easier to clock, press 1,3,7 and 9 simultaneously on the game select screen.
Alternatively, during the game press 4, 6,6,8 sequentially for God Mode or 4,9,9,6 for full ammo.

GAME GEAR
DISNEY'S ALADDIN

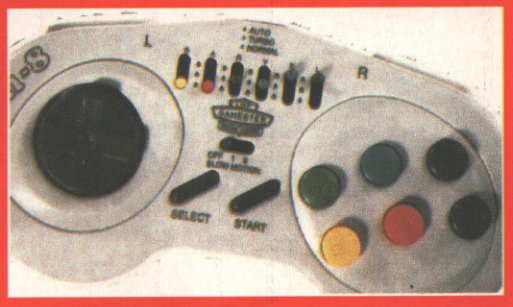
You don't need a genie's lamp when you've these passwords...
AJGJ - Level 1
LAEA - Level 2
ASNF - Level 3



ARE YOU BATTY?

Those of you familer with the TeeV Golf add-on which gave players the chance to use a real golf club for their games, may be pleased to hear that the same company has now produced a similar device for baseball games.

Batter Up plugs into your Mega Drive or SNES and works with with any baseball game to date. Your physical movements with the bat are simply transfered into the console. A wireless version is also available. Due soon.



WOULD YOU LIKE A RAISE?

SNES owners who like the feel of the raised thumb pad on Sega pads should try out the Gamester SN8. Excellent button response for a £14.99 joypad. Alternatively, Sega owners out for a new six-button pad might consider the MD6 for the same ridiculously low price.

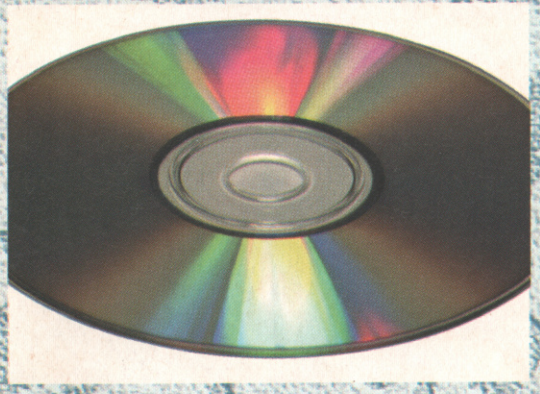
JOYUS FRENCH

Infogrames, better known for their Alone in The Dark games, have grabbed distribution of all ASCIIware peripherals in the UK. Ascii pads are used by many software developers and even at Nintendo's HQ! Prices for joypads range from £14.99 - £36.99, and for around £8 Game Boy owners can grab an excellent accessory holder. Available now.

HELP!

Yes, indeed. 'Help'– the name by which this section is known. Notice the exclamation; this suggests some positive action on our part...

CD 32 POSERS



▲ See below for our recommended CD32 games list....

I'm thinking of buying an Amiga CD32 and would appreciate it if you could answer the following questions:
1. Recently I have heard about an expansion module which will allow connection of a disc drive and an A4000 keyboard. Is this for real? If so when will it be available and how much will it cost?
2. Please list the 5 best games available for the CD32.
3. Are there any joypads available for the CD32, if so how much do they cost?
4. Are there any plans for Mortal Kombat 2, Super Streetfighter 2 and Body Blows being released on the CD32?
Stephen Quantick, Middlesex

1. It certainly is. It's called the SX-1 and is available now for just under £200. Contact your local CD32 stockist for more details and availability.
2. It depends on your taste. At the moment we're playing Liberation, Frontier: Elite 2, Fire and Ice, Gunship 2000 and Ultimate Body Blows.
3. Commodore ones are available to buy separately. The only third party one we know of is by Dynamics Competition Pro. They're better than the official Commodore ones as they offer delights like auto fire and slow motion. Both pads retail for £19.99
4. No, nope and it's already available and very good (Issue 151, 85%).

JAG GAMES INFO

▲ Out now – check out the Doom and Alien Versus Predator reviews on pages 36 and 44 of this issue respectively....

1. Is Mortal Kombat 2 coming out for the Jaguar? If so, when and how much will it cost?
2. I've heard that on Mortal Kombat 2 it's possible to play as Goro by pressing DOWN and BLOCK when the toasty programmer appears. Is this true?
3. When will Theme Park be available for the Jaguar and how much will it cost?
Adam Nend, Birmingham

1. There's no plans for it. Kasumi Ninja is the closest looking Mortal Kombat game for the Jaguar but it's based on the poor original Mortal Kombat, not the sequel.
2. Nope.
3. It'll be out in November. The price hasn't been confirmed as yet.

GAME TIPS

NEVA - Level 4
AALG - Level 5
BLTO - Level 6
VIAN - Level 7

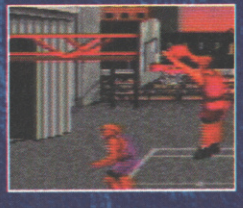
Game Boy
PARODIUS

A shoot-'em-up is no fun without power-ups, so why not start the game with all of them using this cheat. Press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A at any time.

Mega Drive
BARCLAY SHUT

Stage 5: 12ST?X69
Stage 6: 12NP?1?9
Stage: 7 12BC?2BM

UP AND JAM



Here are some codes from someone who thought his passwords would win him £200 of free games. Sorry Brian – we don't run a charity you know. We thought we'd print them anyway.
Stage 2: 12CM1VLM
Stage 3: 12QR1X9Z
Stage 4: 12GH2X3Q

Mega Drive

DYNAMITE HEADDY

If you want to see all of the character animations in this Sonic beater (hope you caught our exclusive review last issue – Ed), do this: Press START on the title screen, highlight options; press B, A, B, C, B and hit START.

Mega Drive
OUT RUNNERS

Not a particularly good game this but if you'd like to burn

MORE AMIGA WORRIES

About a month ago I heard that Commodore had gone bust. Then didn't bother me then but I now want to buy an A1200. So please answer my questions.
1. If Commodore don't get bought out, will games companies still produce for the Amiga range of computers and if so, for how long?
2. Will the new CD drive for the A1200 play CD32 games?
3. What is the best Amiga game?
4. Does the A1200 package come with a joystick or will I need to buy one?
L. Martin, Scotland

1. The Amiga has a massive userbase so there's new danger of it not being supported in the short term (say a year). Without a buyout though, there will be no new Amigas (either models or available to buy), and no new owners, while current owners will look to upgrade. If that worse case scenario happens though, the future for Amiga software after the end of next year looks very bleak. That's unlikely though, the Amiga still has plenty of mileage left in it.
2. Yep, but unlike the CD32 there's no room for an FMV board, so CD movies are a no go.
3. Sensible Soccer, at least until Sensible World of Soccer comes out.
4. Officially it doesn't but most shops will supply one free and if they don't shop elsewhere!

MORE MEGA 32X PUZZLERS

1. Is Sim City 2000 coming out on the Mega Drive, Mega CD, Mega 32X or Jaguar?
2. How good is the Jaguar compared with the A1200 and 3DO?
3. Does the Mega 32X improve the Mega CD FMV scenes?
4. Are Virtua Fighter and MK2 coming out on Jaguar?
5. I think the A1200's games seem a bit basic. Do you agree?
6. How much will Jag CD and 32X games be?
7. Should I buy the A1200, Amiga CD32, Mega 32X or Jaguar?
E. Comwalk, Norfolk

1. No, it couldn't cope with the processing power required, ditto, nope and possibly if the Jaguar proves to be popular.
2. How good at what? Technology-wise it has the power to trounce the A1200 and 3DO but we're still waiting to see a killer game on the machine.
3. Yep.
4. Not a chance.
5. You obviously haven't played games like Liberation and Frontier amongst many others then.
6. No prices have been confirmed on either as yet, but one thing's for sure, they won't be cheap.
6. Don't buy an Amiga or CD32 until there's final clarification on Commodore's future. The Mega 32X is in danger of being treated like a stop gap for the Saturn and the Jaguar has yet to prove itself in terms of quality and consistency of software.

THE HELP! LINE

This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open every Friday afternoon. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember there's a software prize on offer for any stupendously excellent or unique tips.

round the circuits with a Virtua Racing car we can tell you how, it's easy. Press LEFT, RIGHT, LEFT, RIGHT, B, C, A on the title screen and if you hear a noise you should then be able to play with the new car in the Arcade mode. Simplee, eh?

Mega Drive
SKITCHIN'

Kevin Stout reveals heaps of funky options for this. To use them enter B, A, DOWN, A, START, START on the warning screen, then any of these codes.
Money = $2000
Speed = Three nitros
Thrash = Player gets best weapons
Beach = San Diego stage
Armor = Get grade 5 equipment
Broncos = Denver level
Capital = Washington level
Cars = Detroit level
Hills = San Francisco level
Jays = Toronto level
Liberty = New York level
Palms = Miami level
Pizza Chicago level

Mega Drive
WIZ 'N' LIZ

For a very tasty cheat in this fruit filled game use the password HSSN RLLL. This will open the shop door and give you 100 stars. Buy a banana and potato and mix them together for a hint shop. Use up all your stars in the hint shop and when you leave stand under the door and hold C. You should now have thousands of stars to play with!

Mega Drive
PGA TOUR GOLF 2

If you want to make loads of cash and reach the top of the table quickly, use this handy tip from Khan Patel. Firstly, pick a skins tournament for two people. Now choose any course and start the game. When it's your go pick up the ball and your opponent's. Keep doing this until you reach the eighteenth hole. Having reached this point, play your shot and make your opponent pick up his ball. If you now finish the hole you'll win all eighteen skins and the money.

3DO
THE HORDE

For all of you movee-

HELP!

MR MONEYBAGS

1. I've got £400 to spend on a console. I already have a SNES, Game Gear and PC and can't decide between a CDi, Jaguar, 3DO or CD32. Which one would you say is best?
2. Do you think it's worth waiting for the Saturn or Ultra 64?
3. I was told that Nintendo would bring out a CD drive for the SNES. Is this true?
4. Is Sim City 2000 as good as they say it is?
5. In Issue 154 you said: The Sony PlayStation would be the 'best bit of kit out'. Is this right?

Mr Money Bags, Kent

1. None of them is the best, they all have strengths and weaknesses. At the moment though, 3DO is leading the pack.
2. They both should be great, it could be a long wait though...
3. It seems unlikely to ever see the light of day now.
4. Better.
5. It's brilliantly specced – however both Sega and Nintendo are reputedly delaying the releases of the Saturn and the Ultra 64 in order to fight it off.

MISERABLE MEGADRIVE OWNER

I have a Mega Drive but am wondering whether I should sell it and get a Saturn or buy a 32X upgrade. Will Sim City 2000 and Theme Park be released on either of these machines? I would be grateful for your advice.

D. Brookes, Walsall

We wouldn't advise selling your Mega Drive, there's some cracking software coming out for Sega's 16-Bit machine over the coming months. Wait and see what the software will be like before commiting to the 32-X. Saturn won't be out here for ages but looks like an excellent machine and will definitely come with a recommendation when it's out. It's unlikely Sim City 2000 or Theme Park will hit the 32X, but with the power of the Saturn there's no reason why they shouldn't eventually appear, apart from the fact they'll be knocking on by then.

A CD 32 FAN

I'm interested in the CD32 so here's a few questions:
1. Will Super Streetfighter 2 ever appear on this system?
2. Are there any CD32 joysticks available?
3. Will CD+G be sold on shelves at shops and be as popular as tapes, and is the FMV unit required to play them?
4. Will a music package like Octamed be released? And will any special expansions be needed to use it?

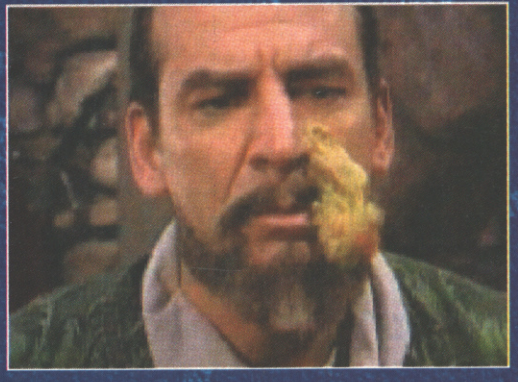
D. Beckett, Isle of Wight

1. It's very unlikely.
2. Not to our knowledge.
3. CD+G's have been around for about five years and the information is already included on a normal CD. The only one that springs to mind is the last Fleetwood Mac album, mainly because it was the first CD+G disc available. You don't need an FMV unit to play them, just a CD+G compatible CD player.
4. Something commercial will probably be released sooner or later but we don't know of anything at present. PD stuff like Octamed can be picked up on PD CD's available from decent PD libraries. Scan the small ads in CU Amiga for one.

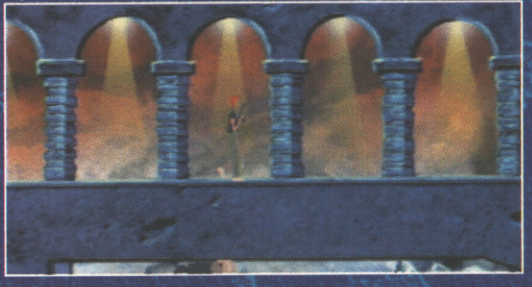
GAME TIPS

goers, who would like to watch all of the Full Motion Video clips, but without actually playing the fine game then we can show you how. In the game hold UP, A and B. Then press P. While paused hit RIGHT, A, LEFT, LEFT, A, UP, and B. Press P to skip the scenes.

3DO TOTAL ECLIPSE



It was a great move by Panasonic to bundle this game instead of Crash and Burn with its PAL 3DO machines, but if you're finding yourself eclipsed by the complexity of it all try this level skip: Go to the Quit/Preview option and hold down STOP, push B, L, A and release STOP. Now push B, A, L, B, L and A and you can start on any of the first 20 levels.



3DO ANother WORLD

You'll be out of this world and into another a lot quicker than you think if you use these passwords, which were kindly gathered by ours truly while reviewing the game in CVG 152.

LDKD – Level 1
HTDC – Level 2

CLLD – Level 3
LBKG – Level 4
XDDJ – Level 5
FXLC – Level 6
KFRK – Level 7
KLFB – Level 8
BFLX – Level 9
BRTD – Level 10
TFBB – Level 11
TXHF – Level 12
CKJL – Level 13
LFCK – Level 14

DUTCH DILEMMAS...

1. Have the 3DO, CD-i and Mega-CD been improved because they didn't start off too well?
2. Will the Saturn be 32-Bit or 64-Bit?
3. Will these games come out on SNES; Urban Strike, Doom 1 and 2, Sim City 2000, Gunfighters, SSF2 Turbo and EA Tennis?
4. Will there ever be a Streetfighter 3 and do you know anything about it?
5. When will you have a big tips book on the cover again?
6. Are these sequels planned; FIFA 2, Sonic 4, MK3, Super Metroid 2 and Super Return of the Jedi?

D. Kooy, Holland

1. The 3DO looks better and better and has some cracking software at present and in the pipeline. It would be even better if the price came down. The Mega-CD is still suffering with only a handful of decent games, while the CD-I is just getting off the ground as a games machine with titles like Burn Cycle (reviewed this issue), but it is the business for CD films with an ever increasing catalogue of great titles.

2. 32-Bit.

3. A good chance, no, no, next Easter, no & no and probably.

4. It's in development at the moment. It's believed only Ryu, Ken and Sagat will survive from number 2, and news in from the set of the up and coming Street Fighter movie is that Kylie, Van Damme and Raul Julia will appear in the third version of the game, giving SFIII a Mortal Kombat look. More news as we here it.

5. We're more interested in bringing you booklets on new technology at the moment but who knows, are there any readers out there who'd like to see another tips booklet?

6. It's almost here, yes as Sonic & Knuckles, it's in development, possibly and it's almost here.

Mega-CD
FIFA

If you'd like to see some secret video clips go to the coaching/stats option and move the soccer ball next to formations, coverage or strategy. Press A on one of the options and you should see a clip.

Mega-CD
CLIFFHANGER

Here's a simple tip. For 99 credits take controller 2 on the title screen and press LEFT, RIGHT, START, C and A. Simple eh? Alternatively, if you'd like to access a level skip press START, C, B, A, RIGHT, and LEFT. Press C while paused to skip stages.

Mega-CD
JURASSIC PARK

To find the Node Jumper which lets you skip stages and view all the film footage follow these instructions, which are more simple than a Sue Barker cooking recipe. Collect one egg and find the pliers in the toolbox at the visitor's centre. Using the pliers, remove the blue keycard out of the slot before the large wooden entrance. Once you've got the keycard, go through the doors and to the visitor's centre. Inside, go up the steps and enter the second door to the right with the blue keycard. In the office, find the incubator and place an egg in it. Next, exit and go to the control room. After accessing the computer save your game. If you now exit the control room and hold START on pad two a node jumper should appear.

MEGA-CD
WONDERDOG

IYou'll find comfort in these level passwords.
Level 1: Mystic
Level 2: Ankles
Level 3: Ledzep
Level 4: Reeves
Level 5: Pixies
Level 6: Woopie

PC
CANNON FODDER

Got a copy of Sensible's excellent warmongering game> Are the little people in this bloody game getting on your nerves? Well you can skip past them, and to any level you please, by simply pressing SHIFT and ENTER to find the level you truly want to be on.

ARCADE
SUPER STREET FIGHTER TURBO

A lot of readers we've spoken to recently have been getting the Akuma cheat wrong, so read on if you want to know how to play as Akuma. Please note, this cheat only works on a coin-op with Free Speed Select. Pick speed 3 with the Fierce button when the cursor is on Ryu (both players). After hitting Fierce, pause for two seconds and move to T.Hawk. After another two seconds move to Guile and pause again. Now move to Cammy but pass through Dhalsim. Pause again (but just for a couple of seconds). Move to Ken then Ryu and pause for a final two seconds. If you now press all three punch buttons and START simultaneously, Akuma will replace Ryu! Good luck with the rest!

THE HELP! LINE

We live in the caring, sharing nineties, so hey! If you've mapped out a level, found a secret part of a game or you've just got a common or garden hint or tip (and that doesn't mean we want adice on planting sprouts, OK), then send it in. And if it's any cop we'll print it. Address your correspondence to: CVG Help!, Priory Court, 30-32 Farringdon Lane, London EC1R

JAGUAR™ compo

win an 'ectual slice of alien versus predator!

All of the models used in the game were digitised, so you get a chance to win something that actually appeared.

Forget about your virtual, actual and quasi-'ectual reality so beloved of Late Show types... Yup, this is your chance to obtain a real and proper slice of a top-notch game...

Those short-and-colourful-haird men of Rebellion Software have deposited on our desks a number of lovingly framed model wall panels which were filmed and used in their excellent new Jag' game, Alien Versus Predator (top review, page 44 this issue). The models are for you to win!

All you have to do is to answer the following easy question, pop it on a postcard and send it to: 'ectually, Computer and Video Games, EMAP Images, Priory Court, Farringdon Lane, London EC1R 3AU. Entries in no later than 25 November 1994.

And your question is...

In which Predator film did an Alien's skull appear?

And remember, you will never ever be able to buy any of this Alien and Predator merchandise. Anywhere.

Not open to anyone who works for, supplies, or is a relative of the following companies: EMAP and Rebellion Software. Also excluded, all of the beautiful but deadly operatives of that worldwide web of machinemeisters, A.T.A.R.I.. So there!

BIG EDS

The editors of Britain's top games magazines tell us what games have molested their fancy this month...

Andy McVitie, Editor
Nintendo Magazine System

NMS has been the only magazine to play Donkey Kong Country this month – and that's because we've got *the* exclusive review! It's sure to be the Christmas number one! The NMS crew has also amassed a pile of new sports games, comprising NBA Live, International Superstar Soccer and NBA JAM on Game Boy.

Steve Merrett, Editor
Mean Machines

32X fever hits Mean Machines this month, as we unveil Virtua Star Wars in an exclusive review. Fans of the coin-op are going to wet their slacks when they see this! However, when we're not struggling against the evil Empire, we're also busy with the superb Micro Machines II.

Richard Leadbetter, Editor
Sega Magazine

Micro Machines II. What a game! The Ecco IIs, Lion Kings and Mortal IIs may be the really big sellers this Christmas, but in terms of sheer enjoyment, it's the Codemasters' game that gets my well-considered vote. It's so simple that it could well be the best Mega Drive game of all time.

Alan Dykes, Editor
CU Amiga

For the first time in Amiga history no-one is bothering to do a Christmas game. But who cares when you're getting spectacular graphics in Super Stardust and a game which is better than Sensible Soccer – Football Glory. Keep your eyes peeled for Sim City 2000, TFX and Tower Assault.

Simon Byron, Editor
The One for Amiga Games

Time to reveal a secret. I am in fact Dr Who and galactic forces are transporting me from the One Amiga to a new dimension. Next month I'll look completely different, but in the meantime I've been playing a truly excellent conversion of Aladdin and, once again, Sensible World of Soccer.

David Upchurch, Editor
PC Games

Christmas is coming so be happy – unless you're a Turkey. We've been playing the excellent Ecstatica from Psygnosis, which could be one of the best 3D games you'll see – even better than Alone in The Dark II. But it's hard to drag me away from the rather good Wing Commander 3....

Christina Erskine, Editor
PC Review

This month I've been net-surfing and chatting with pundits about life and love. Meanwhile, the rest of the team have been splatting blood with Doom 2, and declaring independence in Colonization. For Christmas though, we're all getting high about Magic Carpet – it's simply amazing.

Steve James, Managing Editor
Computer and Video Games

Alien Versus Predator gets a great big new machine thumbs up from me this month, as does Burn:Cycle. Back in the land of 16-bit, The Adventures of Batman and Robin (reviewed page 70 this ish) is going to keep me glued to the screen for ages. Finally, Magic Carpet's looking mouth watering. I can't wait to get my hands on it.

chart attack with HMV

HMV
KNOW HMV · KNOW GAME

Welcome to Mortal Kombat 2 month! Yep, the sizzling reviews have assured it of the top slot in all its released formats. Let's see if it can hold its position until Christmas... but expect Doom 2 to make a major, major impact next month. See you then...

all format top 10

1. ✪ **Mortal Kombat 2**
   ■ Acclaim ■ SNES, MD, MS, GG, GB
   This is the best conversion of a coin-op we've seen for ages. Each format has been pushed to the limit of its abilities – and it's a bloody good game too.
2. ▼ **Super Street Fighter II**
   ■ Sega ■ MD
   One day you're all moaning about the high price of games and the next you're out there buying essentially the same game twice. Please explain why?
3. ▼ **TIE Fighter**
   ■ Virgin ■ PC
   Basically X-Wing played as the enemy. This sequel is totally essential for any PC owner looking for a shoot-'em-up with depth and challenge.
4. ▼ **Tetris 2**
   ■ Nintendo ■ GB
   The magical addiction of Tetris returns. Not much different to the bundled original, but obviously the public want it and we don't mind it either.
5. ▼ **FIFA Int. Soccer**
   ■ EA ■ MD, SNES, PC
   The most atmospheric footie game around isn't as playable as everyone makes it out to be. Totally fab on the PC, though.
6. ▲ **Smash Tennis**
   ■ Virgin ■ SNES
   A cute tennis game which handles so well, you'll be desperate to try it out with a multitap and four pals. Very humorous, too.
7. ✪ **Jungle Book**
   ■ Virgin ■ MD, SNES
   One which probably sells on its big-name appeal alone, but expect it to drop big time when Earthworm Jim (see page 42) hits the scene.
8. ▼ **Theme Park**
   ■ EA ■ PC, Amiga
   Fancy managing a Theme Park and building rides which you can sit in? Well, that's what this game is about, and it's the business.
9. ▼ **Pete Sampras Tennis**
   ■ Codemasters ■ MD
   Enjoy four-player tennis in the best tennis game on the Mega Drive by far. Superb control will have you on the edge of your seat.
10. ▼ **Warioland**
    ■ Nintendo ■ GB
    There seems to be no end in sight for this mega-selling platform game. No complaints from us though, we play it on the way to work.

snes top 5

1. ✪ Mortal Kombat 2 ■ Acclaim
2. ▼ FIFA Int.Soccer ■ Ocean
3. ▼ Super Metroid ■ Nintendo
4. ✪ Jungle Book ■ Virgin
5. ✪ Sim City ■ Nintendo

gb top 5

1. ✪ Mortal Kombat 2 ■ Acclaim
2. ✪ Donkey Kong ■ Nintendo
3. ✪ Power Rangers ■ Bandai
4. ✪ Warioland ■ Nintendo
5. ✪ Tetris 2 ■ Nintendo

nes top 5

1. ● Tetris 2 ■ Nintendo
2. ● Kirby's Dreamland ■ Nintendo
3. ✪ Pacman ■ Nintendo
4. ● Micro Machines ■ Codemasters
5. ▼ Yoshi's Cookies ■ Nintendo

mac top 5

1. ● Myst ■ EA
2. ✪ Syndicate ■ EA
3. ● Sim City 2000 ■ Mindscape
4. ● Peter Gabriel's Explora ■ Real World
5. ▼ 7th Guest ■ Virgin

pc top 5

1. ✪ Space Simulator ■ Microsoft
2. ▼ TIE Fighter ■ EA
3. ● Theme Park ■ EA
4. ▲ Doom ■ ID Software
5. ▼ FIFA Int.Soccer ■ EA

md top 5

1. ✪ Mortal Kombat 2 ■ Acclaim
2. ▼ Super Street Fighter 2 ■ Sega
3. ✪ Jungle Book ■ Virgin
4. ▼ Pete Sampras Tennis ■ Codemasters
5. ▼ Streets of Rage 3 ■ Sega

mcd top 5

1. ▲ Jurassic Park ■ Sega
2. ▼ FIFA Int.Soccer ■ EA
3. ✪ Tomcat Alley ■ Sega
4. ▼ Mortal Kombat 2 ■ Acclaim
5. ✪ Battlecorps ■ Core

gg top 5

1. ✪ Mortal Kombat 2 ■ Acclaim
2. ✪ Sonic Spinball ■ Sega
3. ● NBA Jam ■ Acclaim
4. ▼ Aladdin ■ Sega
5. ● Star Wars ■ Sega

ms top 5

1. ● Mortal Kombat 2 ■ Acclaim
2. ● Sensible Soccer ■ Sony
3. ▲ Sonic Chaos ■ Sega
4. ▼ Desert Strike ■ EA
5. ✪ WWF Steel Cage ■ Acclaim

amiga top 5

1. ▲ On the Ball ■ Anco
2. ▼ Kick Off 3 ■ Anco
3. ▲ Beneath a Steel Sky ■ Virgin
4. ✪ Skidmarks ■ Acid
5. ▼ World Cup Year '94 ■ Empire

3DO top 5

1. ● Road Rash ■ EA
2. ▲ Pebble Beach Golf ■ Panasonic
3. ✪ Super Wing Commander ■ EA
4. ✪ Shock Wave ■ EA
5. ✪ Escape from Monster Manor ■ EA

key ● non-mover ▲ move up ▼ move down ✪ new entry

NEXT MONTH

TEKNO 3!

You won't find a better or sexier-looking guide to new machines, and next month Tekno returns with the latest news on the console that many are claiming will support some of next year's best games – the Sony PlayStation...

cruisin' for a bruisin'

For those of you who missed the CES report in issue 153 (where were you?), Cruisin' USA is among the very first of the games destined first for the arcades and then for Nintendo's forthcoming 64-bit console, Ultra 64 (and it won't be any different, allegedly). You've read the very first preview this month now read the first review of this potential blockbuster....

the lion roars

OK, ok, so we all hate the ultra-crap theme song by Elton John but the game of the new Disney film, Lion King, is about to burst out of the savannah and into our paws....

mega excitement

Megarace got a resounding thumbs-up and a score in the nineties when it appeared on CD-ROM in May. Its conversion to 3DO should provide the hot new console with one of its many top new games – so don't miss the review next month.

super stuff

It's hardly surprising but Star Wars games have always been up there in the popularity stakes along with Coca-Cola and Buddha himself, lord bless 'im... next month we review the very latest Star Wars release, the seemingly rather excellent Super Return of the Jedi.

Oh, and there'll be the usual brace and a half of top games under scrutiny including Super Drop Zone, Lemmings, Cannon Fodder and Dino Dini's Goal, plus Psycho Pinball, Lethal Enforcers 2, Generations Lost, plus, if Virgin will let us get our mitts on it, Creature Shock....

COMPUTER AND VIDEO GAMES

CVG 157 – OUT NOVEMBER 15

THE MAG THAT REAL GAMERS READ

LET

THE

MANIA

BEGIN...

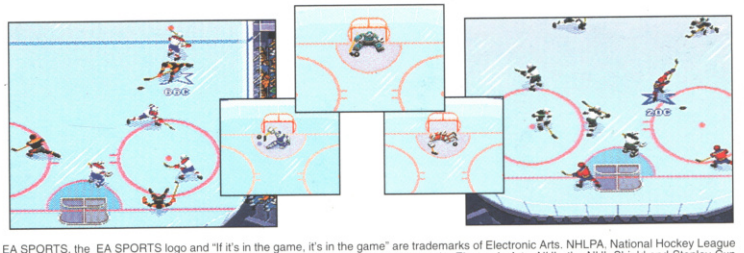
© Disney

SLAP IT IN THE SLOT

NHL 95

AND GIVE YOUR SNES A TASTE OF REAL POWER-PLAY

NHLPA



SUPER NINTENDO™ ENTERTAINMENT SYSTEM

EA SPORTS™

ocean

© 1994 Electronic Arts. EA SPORTS, the EA SPORTS logo and "If it's in the game, it's in the game" are trademarks of Electronic Arts. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are trademarks of the NHLPA and are used, under license, by Electronic Arts. NHL, the NHL Shield and Stanley Cup are registered trademarks of the National Hockey League. Team names and logos depicted are officially licensed trademarks of the National Hockey League. © 1994 NHL. ALL RIGHTS RESERVED. OFFICIALLY LICENSED PRODUCT OF THE NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION. 740901

OCEAN SOFTWARE LTD . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ . TELEPHONE: 061 832 6633 . FAX: 061 834 0650

TEKNO

FREE!

THE BEST GUIDE TO NEW GAMES MACHINES

PERFECT PLAYS – must–buy games for Panasonic's 3DO

CHAOS CONTROL – we've never seen a shoot-'em-up like it!

- HAMMERHEAD ON JAGUAR!
- SHINOBI X ON SATURN!
- PORI PORI CIRCUS ON PLAYSTATION!
- GALE RACER ON SATURN!
- PLUS THE LATEST NEWS AND PREVIEWS ON 32X AND THE FIRST RELEASES FOR IT!

WIN A PHILIPS CD-i 450!

produced by COMPUTER AND VIDEO GAMES

THE MAG REAL GAMERS READ

TEKNO

by the publishers of **Computer and Video Games**

THE MAG REAL GAMERS READ

Despite a slow start in America, 3DO sales have stormed ahead in Japan and look set to do the same over here. A lot of this can be directly attributed to the software – who can honestly say that they don't want a 3DO after seeing games like Road Rash and Way Of The Warrior? If you've bought one or are thinking about splashing the cash out for one, check out our guide to the machine and the discs we reckon you've got to have if you're serious about your 3DO gaming.

Elsewhere, Rebellion are working on two hot new Jaguar titles, Hammerhead and Legion Of The Undead, both of which are set to top their excellent Alien vs Predator which is reviewed on page 44 of CVG. Meanwhile we bring you the latest 32X news, with previews of the first batch of releases, including two new games from Core.

If you think there's a lot this month, wait until you see our December issue. More games than ever before...

4 **32X**-TRA
Mega Drive owners watch out, the 32X is almost here. Check out the latest news on the first wave of games, including the first two third-party titles!

6 **3DO** Guide
Got yourself a 3DO yet? Or maybe thinking of buying one. We tell you everything you need to know about this American wonder console.

8 CVG **Recommends**
Want to know what to play on your Multiplayer? Well here are the games you need to own.

10 **Chaos** Control
Last month it was Burn: Cycle, this month it's the turn of Chaos Control to prove exactly what the CD-i's capable of.

12 **Hammer**head
Check out the Jaguar's first flight simulation in our exclusive look at Hammerhead from Rebellion.

12 Gale **Racer**
Latest news on the driving game that looks like it could top Daytona US.

13 Legion Of **The Undead**
It's the follow-up to Alien vs Predator, it's coming to the Jag and PlayStation and it looks amazing!

14 Pori **Pori** Circus
The PlayStation's answer to Stunt Race FX is almost finished, so check out why everyone's raving about it.

14 Race **Drivin'**
Tengen's stunt driving coin-op is coming to PlayStation, with more courses and more speed than ever before.

15 **Win a CD-i 450** plus DV cartridge

Watch movies! Listen to audio CDs! Play Burn:Cycle! You can do all this and more if you win this ace competition.

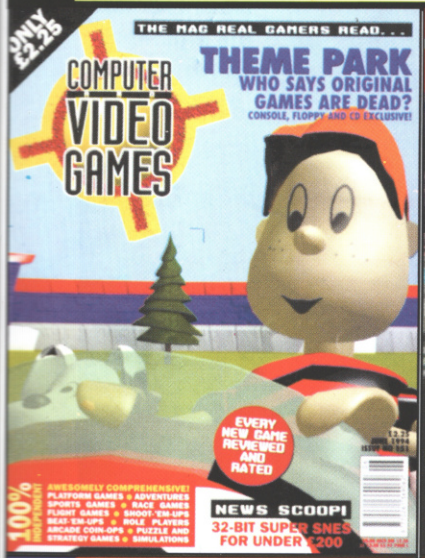
Edited by
Mark Patterson
Art Editor
Julie Heap
Group Art Editor
Jeff Zie
Produced by
Gary Lord
Additional design
Kerrin Hands
Additional writing
Steve Merret, Deniz Ahmet

Published by
Emap Images
Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU
Editorial enquiries
071 9726700
Advertising enquiries
071 7131983

Although we take great care to ensure as far as possible the accuracy of the information contained in this magazine, CVG and its publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.
CD-i competition is not open to employees of Emap or Philips. No cash alternative will be offered, and the Editor's decision is final.

COMPUTER AND VIDEO GAMES

BACK ISSUES



Issue 142 - September 1993 .....SOLD OUT
Issue 143 - October 1993 .....SOLD OUT
Issue 144 - November 1993
Robocop Vs Terminator. Lethal Enforcers. Free SF Turbo Tips Poster. SFII Stickers.
Issue 145 - December 1993
Lawnmower Man. Free Rocket Knight badge. Free poster. Free Super Bomberman cards.
Issue 146 - January 1994 .....SOLD OUT
Issue 147 - Feburary 1994 .....SOLD OUT
Issue 148 - March 1994 .....SOLD OUT
Issue 149 - April 1994 .....SOLD OUT
Issue 150 - May 1994 .....SOLD OUT
Issue 151 - June 1994
Super Wing Commander. Mega Turrican. Tempest 2,000. Nick Faldo's Championship Golf. Joe & Mac 2. Ninja Warriors. Heimdall 2. 7th Guest. Fifa Soccer. Dragon's Lair. Free Games Encyclopedia Part 2.
Issue 152 - July 1994
Tomcat Alley. Jurassic Park. Zool 2. Streets of Rage 3. Tetris 2. Warioland. Dragon. Free World Cup Wall Chart.
Issue 153 - August 1994
Mortal Kombat II. Super Street Fighter II. Theme Park. Battlecorps. Smash Tennis. Stunt Race FX. Free stickers.
Issue 154 - September 1994
Donkey Kong country. Mortal Kombat II. Lion King. Mickey Mania. Super Return of the Jedi. Jelly Boy, Street Racer. Clayfighters II. Lemmings 3.

If you're missing any previous issues of Computer & Video Games, you can order them from the CVG Back Issues Department, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. LE16 9EF.

Back issues will cost you £3.95 each or £5.95 each if you live overseas. Please make your payment by cheque or postal order - don't send cash through the post.

Please send me the following back issue(s) of CVG:

.....
(write the issue number(s) here)
Send to : CVG Back Issues, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. LE16 9EF

Name: .....

Address: .....

.....

.....

.....

Post Code: .....

Signed: .....

(Parent or Guardian's signature if under 18 years)

I enclose a cheque/postal order made payable to EMAP Images Ltd for £.....
UK Rates : £3.95 per magazine.
Overseas : £5.95 per magazine.

Fulfilment: Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics LE16 9EF

32X-TRA

With Sega's Mega Drive 32X still 'almost' here, we've got a run down of the latest information and pics of what are most likely to be the machine's first titles...

Tee-Off/Swagman

Core Design

Surreal? Quite probably. Swagman is definitely something v. different...

Derby-based Core Design is currently working on two projects for the 32X and Saturn. The first of which is a golf sim called Tee-Off, is a mixture of EA's PGA Tour series and US Gold's Leaderboard, with up to four players making their way across four fully-rendered 18 hole courses. In addition to all the usual bunkers, water hazards and rough areas, Core's aim is to create a game which is extremely easy to pick up, yet is still as realistic as possible. Similarly, the new machines' power also means that they can go to town with the course graphics, with the player able to view his progress from virtually any angle — allowing for BBC-style camera angles which actually follow the ball in the air! Several match styles are also on offer with the customary tournaments complemented by Skins games (where the first person to sink the ball wins cash), and driving and putting ranges.

Tee Off: One of two golf games coming to Mega Drive 32X soon.

The 32X version is slightly ahead in terms of development, but the Saturn version's slightly faster processing power will mean users will benefit from more detailed greens and a slightly faster screen update.

Following hot on the heels of Tee-Off is an arcade.adventure called Swagman. Named after its skinny anti-hero, Swagman is a cat-burglar and the game will follow the crook as he breaks into a series of bizarre angular houses. As of yet, Swagman is only at its concept stage, but Core has already designed a full set of in-game characters, all of which look absolutely stunning. Full details will follow as soon as Core's programmers decide on them!

Shadow Of Atlantis

Sega

Lining up for a November/December release is a Sega-produced title which makes SeaQuest DSV's effects look like the pile of dolphin's poo that they are. Shadow Of Atlantis is a stunning-looking arcade/adventure with the player wandering through a series of detailed screens picking up objects and putting them to good use. Extra arcade sections appear as the player moves around the play area in a mini-sub; but further details are being kept very close to Sega's corporate chest. Something tells us that this is going to be something rather special...

Shadow Of Atlantis looks utterly amazing, making full use of the 32X's ability to decode TruVideo – full-colour video images.

Star Wars Arcade

Sega

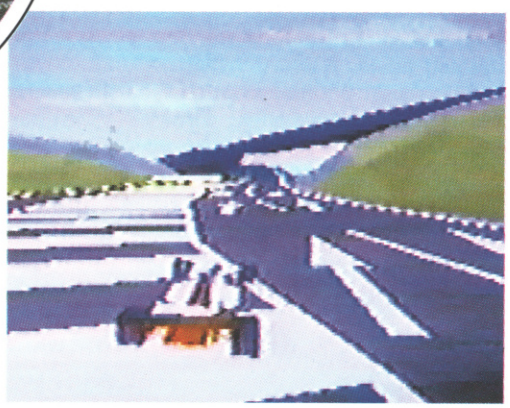
This is the 32X game everyone has been waiting for, and initial sightings are like, really impressive. Converted directly from the recently-released arcade machine, Star Wars Arcade casts the player as a rookie rebel pilot who has been sent on a mission to destroy the Death Star. Yes, this may sound like Atari's hoary old vector-based coin-op, but Sega have recreated George Lucas' classic film in solid polygons, with the player swooping over the detailed surface of the Death Star, and into the tunnels within — all of which is shown in incredible detail. As arcade conversion go, Star Wars Arcade is looking identical to its cabinet-based cousin, and Sega is planning to make it the flagship title of the 32-bit plug-in when it is released in November.

Golf's Greatest Holes

Sega

The players are all digitised, as are the backdrops.

Ready to compete with Core's Tee-Off comes Sega's rival golfer, Golf's Greatest Holes. Sticking to the customary behind-the-sprite view, Greatest Holes is based on some of the world's greatest courses, and includes full replicas of several PGA holes, and stretches lifted from Wentworth. We've seen this in action and, whilst not as visually impressive as Tee-Off, golfing aficionados will love the realism and the chance to play genuine courses. Expect to see the likes of Tarby and Brucey queuing up for a copy of this early next year.



Super Motocross

Sega

Looking rather like Sega's age-old Enduro Racer coin-op, Super Motocross is a dirtbike rally game, with the player controlling an Eddie Kidd-wannabe across a series of isometrically scrolling courses. All the usual motocross features and hazards have been included, with jumps galore and nasty water hazards hindering your progress. The game also features a series of computer-controlled racers who do their level best to beat you to the finishing post. Although quite early in development, Sega is confident that Super Motocross will line up alongside Star Wars Arcade and Doom in time for a November release.

Lots of texture mapping, and a major dose of speed are on hand in this dirtbike simulation.

Virtua Racing Deluxe

Sega

It's another polygon-fest, but this time, unlike the standard Mega Drive version, you're getting all the features of the coin-op, including the high polygon count and speed, combined with more courses and two new cars. We reckon that it'll be the biggest selling title out of the initial 32X releases, especially when you look at the success of Virtua on Mega Drive.

3DO

One month on from the official launch of the 3DO and things are looking really cool for the multiplayer. Over the next four pages we'll be telling you what games to go for, and the kind of things to expect for the machine in the coming months...

It's all well and good magazines such as ours telling you how good these 32-bit consoles are – but it's not until you see them running yourselves that you can really appreciate them. And when we say that what's on offer from machines such as 3DO is a world apart from the kind of games you're used to we're not just talking a load of hype.

With the 3DO's first month on the shelves has come a wave of excellent software – with many more remarkable titles on the way between now and Christmas. The machine's technical capabilities were questioned when it first appeared, especially when it came to accessing the CD while a game was being played – but these teething problems were down to the programmers inexperience with the system rather than any problems with the 3DO itself. In fact the first 3DO game, Crystal Dynamics' Crash 'n' Burn, was written before the operating system for the machine was developed, which was a remarkable achievement.

3DO's technical potential is vast. At the heart of the machine is a processor whose job it is to simply make sure that the rest of the hardware is talking to itself. The graphical capabilities of the machine are excellent for something in this price range, with the

The 3DO's joypads can be linked together for multi-player games and come with a decent length of cable.

real-time texture mapping being the feature most exploited by programmers to date. At the moment this is the most powerful CD console money can buy, and considering how new the machine is, the quality of the software is all the more impressive

CROSS COMPATIBILITY

As well as the Panasonic incarnation, Goldstar and Sanyo now have their own versions of the 3DO Multiplayer. Basically they're exactly the same as the Panasonic machine on sale in this country, with the only difference being the case design. PC owners will soon be able to join the ranks of 3DO users too, thanks to a novel card from Creative Labs, which lets any CD-based PC run 3DO software.

Although the 3DO got off to a slow start in the US, where loyalty to Sega and Nintendo is solid, sales are picking up steadily. The machine is beginning to get a firm foothold on the market and there's a healthy sales forecast for Christmas. The Japanese, however, have gone crazy for the 3DO. Sales have been phenomenal. Many Japanese companies are now developing their own titles for the machine – which is excellent news in the extreme.

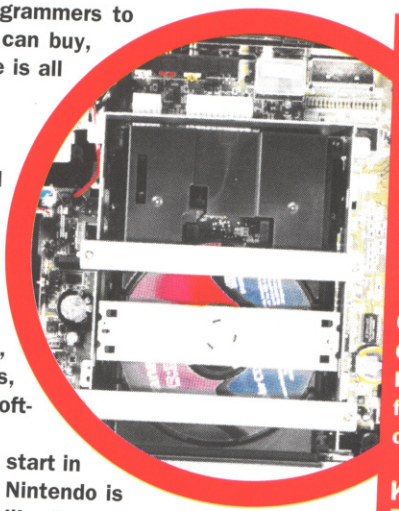
As for the machine's long-term prospects, it's definitely here to stay. Official release dates for machines such as PlayStation, Saturn and Ultra-64 are still a long way off, which gives the 3DO more than enough time to establish itself as a major player. And a major American company now has an easy, cost-effective way of converting PC software to 3DO in a matter of weeks, which furthers the potential for software and, we hope, means that we'll soon be seeing PC classics like the Doom series appearing on our Multiplayers some time next year.

The 3DO can also play conventional audio compact discs as well as Kodak photo CDs. A digital video board is also planned which will run CD movies.

Although there are no plans to release Who Shot Johnny Rock and Mad Dog MaCree in this country, they're both available on import. and if you fancy trying them you might want to keep an eye out for the Game Gun which makes them much easier to play.

3DO Tech Spec:
Processor: 32-bit ARM 60 RISC
Drive: Double speed CD
Colours: 24-bit, 32,000 on-screen at once
Clock Speed: 12.5Mhz

A 64-bit booster cartridge is planned for the end of 1995 which, as well as improving the graphics, will speed the 3DO up to 66Mhz – enough to rival a high-end PC. An FMV cartridge is also planned.



WATCH OUT SOON FOR ..

SAMURAI SHOWDOWN
Crystal Dynamics
Could be *the* conversion of SNK's excellent beat-'em-up.

GEX
Crystal Dynamics
Highly original platform game where you control a lizard.

KINGDOM: THE FAR REACHES
Interplay
Interactive cartoon. Looks great, should play well.

SUPER STREETFIGHTER TURBO
Capcom
The most successful beat-'em-up ever is coming to 3DO early next year.

POWERSLIDE
Elite
Quality texture-mapped driving sim. Coming out later on this year.

FLYING NIGHTMARES
Domark
Action-orientated flight-sim which is also coming out on Mega-CD.

STAR CONTROL 2
Crystal Dynamics
Quality game which combines sci-fi RPG gameplay with shoot-'em-up action.

STAR TREK: THE NEXT GENERATION
Interplay
Revolutionary space adventure featuring voice-overs from the actors of the television series.

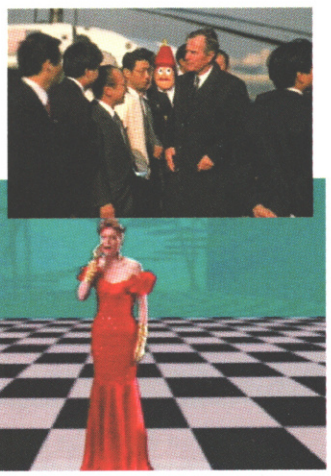
3DO

CVG RECOMMENDED

So you've got your 3DO, eh? You'll probably want to know what games to look out for then. Here's what we think your first purchases should be. All these games should be in the shops now...

Twisted

ELECTRONIC ARTS



It's hard to classify this game, even though below the humour and video footage, it's basically a puzzle game. However, the presentation is remarkable, with the game set out as a high-tech gameshow complete with manic hosts, strange contestants, puzzles, pitfalls, prizes and dollops of entertainment. Twisted is in a league of its own – you won't find a game like it on any other system. All it lacks is a one player mode.
Reviewed **Issue 150: 88%**

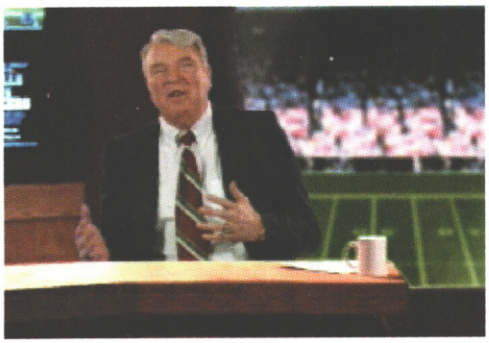
Road Rash

ELECTRONIC ARTS

This was a game title we had high hopes for – and it delivered with a bang. The game itself follows the same cross-town motorbike race format as the Mega Drive original, but with amazing graphics, speed, sound and gameplay. The only thing we've encountered than can top the excellent texture mapping is Daytona USA in the arcades, and this still gives it a run for its money. All this is combined with a soundtrack featuring top rock-meisters like Soundgarden, Paw and Swervedriver, loads of incidental footage and a good variety of options. Easily the best 3DO title to date.
Reviewed Issue 155: 91%

John Madden's Football

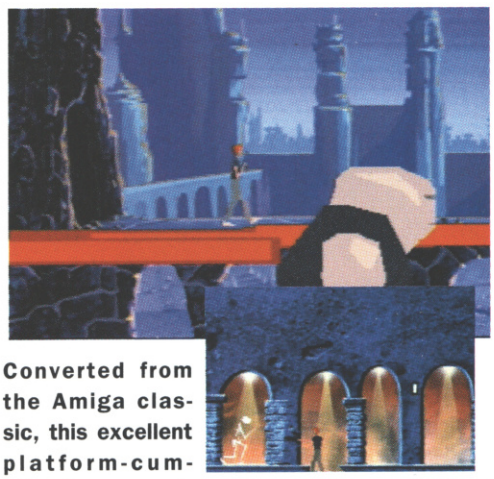
ELECTRONIC ARTS



There's no debating the playability of the Madden's series on Mega Drive, which explains why Electronic Arts has basically stuck to the same format for the 3DO version. The graphics in this version, however, are all digitised – from the commentators to the players, which makes a massive difference to the gameplay. It's extremely playable, but you do need to know a little about the sport to enjoy it. And, like most sports sims, John Madden's Football on 3DO is best enjoyed with a friend.
Reviewed **Issue 150: 82%**

Another World

INTERPLAY



Converted from the Amiga classic, this excellent platform-cum-adventure game benefits from all-new digitised backdrops in this version, with the basic format unchanged from the original. The absorbing gameplay draws you and keeps you hooked right through to the end thanks to a well-thought-out plot and plenty of variety in the action. Not quite the best 3DO title money can buy, but very close to it that's for sure.
Reviewed **Issue 151: 90%**

Burning **Soldier**

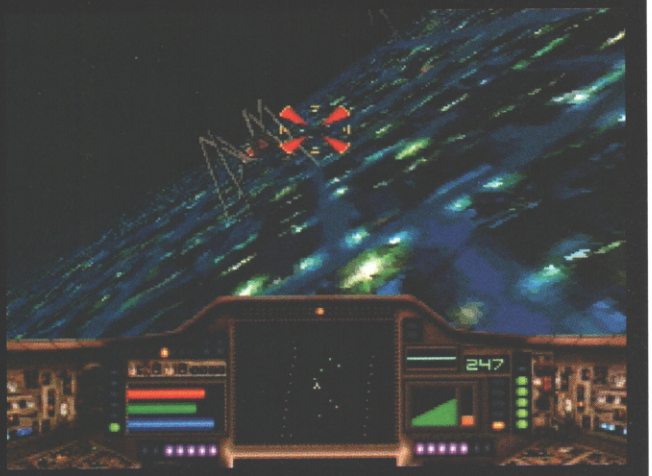
PANASONIC

This full motion video shoot-'em-up gets around the gameplay problems which often affects these titles through a combination of challenge, pace and sheer inventiveness. It's also helped enormously by having a two-player mode which, although fun, doesn't make the game any easier. Currently Burning Soldier is one of the best 3DO shoot-'em-ups you can lay your hands on, and it's not a game you'll finish in a hurry. One thing's for certain, it'll definitely impress your mates.

Reviewed **Issue 154: 76%**

Shock Wave

ELECTRONIC ARTS



Alien scum have invaded the Earth in this smart texture-mapped shoot-'em-up. The graphics are amazing and the action fast, however there are occasional stages which are a little too quiet. On the whole, though, Shock Wave packs quite a punch both visually and playability wise, it's no Defender, but there's certainly enough here to test experienced gamers.

Reviewed **Issue 154: 78%**

Alone In The Dark

INFOGRAMES

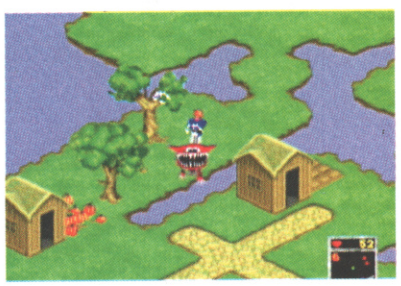
The 3DO version of this classic PC game is as accurate a conversion as you could possibly ask for. One of the key features of the game is the way the camera angles change to follow your character as he walks through the various locations. The puzzles are logical, but because of the amount of objects you find in the game, they're not always as straightforward as you first think. If your idea of a good games night in is something which requires more brainwork than good hand-to-eye coordination, then this should go straight to the top of your list.

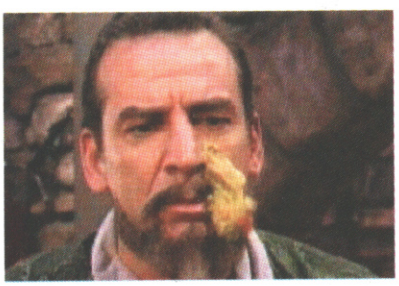
Reviewed **Issue 155: 86%**

The **Horde**

CRYSTAL DYNAMICS

Again, originality outshines any technical features in this excellent action adventure from Crystal Dynamics. Strip away the FMV footage, which is all good stuff, and you're still left with a surprisingly fun game. It's a bit like Sim City meets Dungeons & Dragons, with frenetic bursts of creature killing coupled with resource management and strategic planning. If you fancy something a bit out of the ordinary, there's no better game than this. The difficulty level is pitched just right, and the storyline, movie footage and the way the action builds up will keep you busy all night.





Issue 155: 80%

CD-i

SHOOT-'EM-UP
£TBA OUT NOVEMBER

NO OTHER VERSIONS AVAILABLE
PC-CD VERSION PLANNED

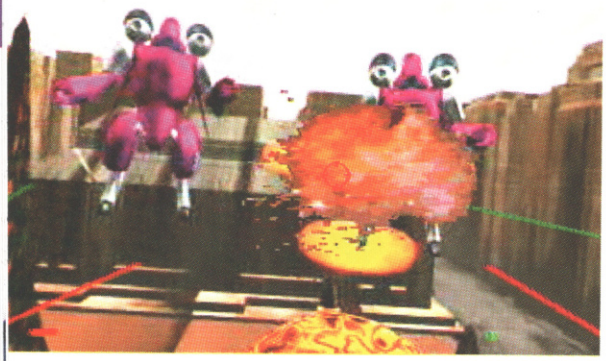
EXCLUSIVE

Chaos Control

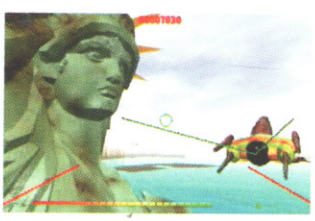
It's the CD-i's most action-packed game yet: smooth, fast and jaw-droppingly good looking...

This is an excerpt from the intro where the Aliens steal an Earth satellite – don't ask us why.

For the first stage you battle around The Statue of Liberty. Don't worry, you can't crash.



The pink robots move a lot faster than the blue ones, which makes them trickier to target. They also fire back a lot more.



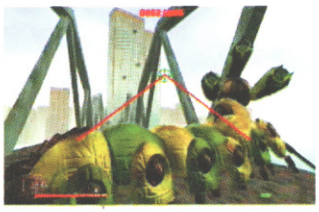
Any decent proprietor who has managed to get himself a Galaxian 3 coin-op will be the first to tell you what a crowd puller it is. Firing off sequences of stunning graphics, Galaxian 3 invites multiple players to blast relentlessly at everything and anything. Admittedly, not much gameplay for £3 a go but an experience all the same.

Chaos Control is VERY similar to said coin-op. You get points for as long as you can stay alive. It's not easy, and you have just one life to get through the game. The challenge is a simple one: survive the onslaught of incredibly fast 3D terrains and the enemies which twist and dive around you, while avoiding their fire. You play the fighter pilot Liberty Ironwood in a bid to prevent alien invasion. Sadly, in this version you have no control over where you fly and you can't actually crash, but the sensation of battle and excitement is well conveyed in this early version.

Clearly, it's the gorgeous rendered graphics which hold most of the appeal. Using the

These flying bugs are a real pest. Most of the time they fly in from behind you and swoop in front taking you by surprise.

Travelling along the bridge to the city you'll find plenty of these worm-like robots. Aiming for their heads is the best way to dispose of them



These mid-level mother ships can't be destroyed, so concentrate on the enemy ships they release.

Digital Video cartridge there isn't any slowdown, and the scrolling is glitch free. Perhaps Infogrames will be kind enough to include a two-player option and extra weapons for the finished game.

Game programmed by Infogrames. Contact Philips Media (071-911 3000) for information.

Swooping in on the city you need to battle with many aliens and destroy their eggs and bases.

Rebellion Assault

Amidst the spires of Oxford lies a development team dedicated to the wholly unacademic pursuit of producing gobs-macking shoot-'em-ups for a new wave of machines...

As with Alien vs Predator, the monster graphics in Legion Of The Undead are made up from digitised models.

In Alien Versus Predator Jason Kingsley and his crew at Rebellion have just produced the best game yet for the Atari Jaguar. As a result Kingsley's producing additional games for the Jaguar console and has won a potentially lucrative contract to develop for the Sega Saturn. These debut games on the Sony PlayStation (plus further PC games) and possible Hollywood deals are set to make Rebellion a development team to really watch out for.

Legion of the Undead was originally intended as a Jaguar-only entry-level explore-'n'-shoot opus using the engine from Alien Versus Predator. "We realise now that's cheating," admits Kingsley, "it's been totally rewritten, and as well as the Jaguar version we'll be writing the game for Play Station and PC."

Kingsley is convinced that hard core gamers are happy to play the same game if it's good on all the machines they own – so next year for PC, Jaguar and PlayStation owners Rebellion will be producing three different versions of Legion.

"You can post-rationalise the plot all you want – but it's a simple, fun game in which you run around solving a series of nested puzzles to access pressure

---

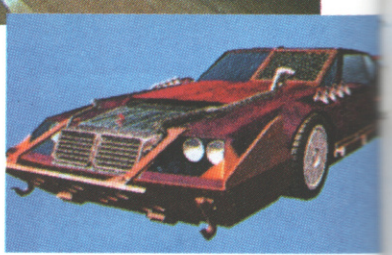
■ SEGA SATURN

■ SHOOT-'EM-UP RACER
■ £TBA ■ OUT EARLY '95

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Gale Racer

As you can see, the graphic detail is incredible – easily rivalling the visuals of games like Daytona and Ridge Racer.



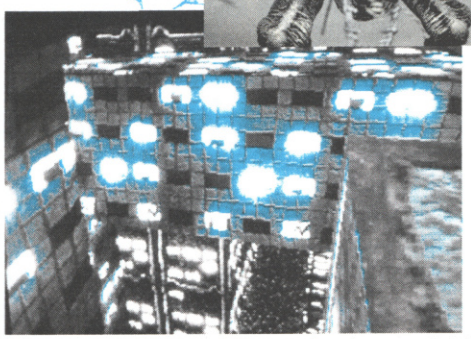
It's kill or be killed in this dose of hi-tech motorway madness that is Sega's lethal new racing game...

The combat angle should be enough to set Gale Racer apart from other driving games.

While all eyes are still turned towards Sega's conversion of Daytona USA, this little number could well end up stealing its thunder. Gale Racer, like Daytona, is a texture mapped driving game – but with attitude. It's set in the future where the roads are worse than the M25 in rush hour, mainly because if anyone gets in your way, you shoot them.

Looking particularly exceptional is the graphic detail, and it's reported to be on the extremely fast side too. However, it's still not known whether it will appear before or after Daytona, but we've only heard good things about this so far, so let's hope it shows up at the same time as the console.

Scary, isn't he? This is the kind of thing which should set Legion apart from conventional games.



Blade Runner, perhaps? Hammerhead owes a lot to some classic sci-fi movies.

pad-operated doors to dungeons and defeat a central baddy called Centurion Gargath and its minions," claims Kingsley.

"We'll ramp up the levels for the PC and PlayStation versions – so that once you've defeated Gargath in his domain you'll have to go to hell or wherever to finish him off. And we'll probably make the puzzles more difficult for the PC version."

The engine in Legion of the Undead differs from that in Alien Versus Predator and Doom in that it allows you to look up and down, and to turn through 360 degrees without any long-winded manoeuvres with the joystick. Some of the walls in the dungeons jut out at 45 degrees so you can press against them before breaking cover to attack.

Hammerhead however is what Kingsley terms a 'bespoke' or a 'custom' game, currently designated for one machine only – the Jaguar. The game is one of the flight-sim set-in-the-future ilk, and a lot of detail has been paid to the cityscape in the game, in which you fly, skimming roads and roof tops alike in pursuit of the enemy. The results so far are truly atmospheric, especially some of the top-down views as you fly over the high rise buildings.

Rebellion is committed to the new technologies. It doesn't have favourites, even though its new Sega Saturn project is an obvious source of excitement for the company. Kingsley and co are used to dealing with American companies – Atari USA and now Sega USA, and now they're handled by one of Hollywood's largest agents, ICM, who they hope will introduce them to prestigious licence deals.

Legion of the Undead will be produced for the Atari Jaguar first and "discussions are under way" with large American companies to produce PC and Sony PlayStation versions. Hammerhead is currently slated for a Jaguar-only release. Price details and release dates for both games to be confirmed.

SEGA SATURN

ACTION
£TBA OUT EARLY '95

NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

Shinobi X

He did wonders for the Mega Drive, and now Joe Higashi is ready to rumble on 32-bit...

Thanks to the game's digitised graphics, the combat moves look more realistic than ever before.

The first Shinobi game was a massive hit on Mega Drive, and it looks like Sega is set to repeat that with this Saturn version.

Back in the early days of Mega Drive gaming you had Sonic and you also had Joe Higashi – star of the Shinobi games. While that hedgehog has gone on to better things, the Shinobi series got the axe after the third game, only to resurface now on Sega's new super console.

The 32-bit version still sticks closely to the format which made the original games such hits. You still control Joe on a crusade against Japanese gangsters, he still has a sword, throwing stars and ninja magic, and there are plenty of platforms to ninja leap on to. What has changed though is the graphics, which now combines digitised characters with traditional drawn backdrops. The result is a coin-op quality action game that should go down a storm when it's launched, especially if these early graphics are anything to go.

And with the release of Shinobi on Saturn, we wonder what the chances are of any other Sega bygones reappearing? Golden Axe IV perhaps...

■ PLAYSTATION

■ DRIVING SIM
■ £TBA ■ OUT DECEMBER

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

The onus of the game is entirely on fun and speed, which explains the typically cute characters it features.

Just why is everyone betting on Pori Pori Circus being the first game to top the PlayStation charts?

Pori Pori **Circus**

The PlayStation's answer to Stunt Race FX is almost finished – and it's looking fantastic. The graphic engine is in place and running at full speed, all that remains now is a course of bug-hunting and a few small alterations to the gameplay.

At the moment it's very much a single-player game, although there could be a link up feature in the final version which will facilitate multi-player games by serial linking several PlayStations together. As this is going to be one of the initial releases, Sony has really pushed the boat out in order to make it as playable as possible. In many ways this is the PlayStation equivalent to Sonic or MarioWorld – a piece of software which is specifically designed to show what marvels the machine, and its developers, is capable of.

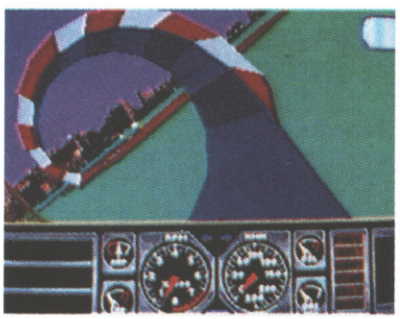
It's certainly worked. The Japanese press is going crazy over this game, and if it plays even half as good as it looks, we'll be going nuts over it too.

■ PLAYSTATION

■ DRIVING SIM
■ £TBA ■ OUT EARLY '95

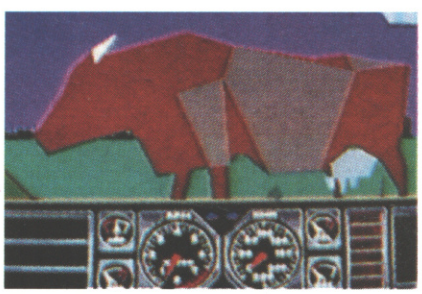
■ AMIGA, PC AND MEGA DRIVE VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Race Drivin'

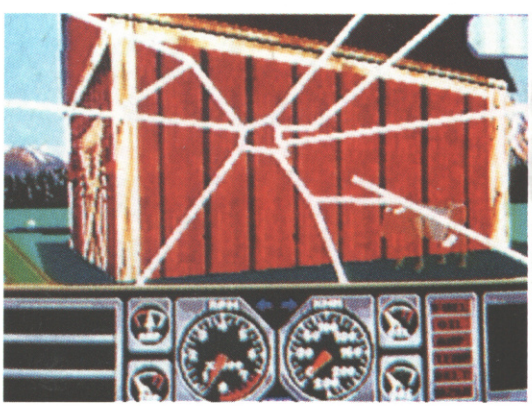


To survive this corkscrew-style road you'll need to have you speed exactly right.

A 32-bit driving sim that doesn't use texture mapping? It could be a dangerous precedent...



This cow's a hang-over from the original Hard Drivin'. It lets out a pathetic moo when you hit it.



It's true; as strange as it seems, Tengen's conversion of its hit coin-op Race Drivin' will be arcade perfect – so that's polygon graphics, not texture mapping. What that does mean is that this game is going to be very fast indeed, which should more than compensate for the sluggish 16-bit versions.

What really separates Race Drivin' from most other driving games is that it's designed to be realistic. There are two types of track to race on, a straightforward speed course, and a stunt track. The latter features ramps, loops and lethal jumps which take precise timing and coordination to negotiate. It may not be very flash, but providing Tengen updates the game with a few new features, since the coin-op is four years old now, it could turn out to be a very decent game – and no mistake.

Win burn:cycle and a CD-i

It's perhaps no surprise that Philips, the inventor of CD, is now offering one of the most accomplished CD-ROM games CVG has seen for yonks – Burn:Cycle. With the arrival of this killer game comes the new sleeker and cheaper CDi-450 at £299 and that means another serious contender for your next machine.

It's Burn:Cycle's absorbing use of FMV and genuine gameplay that has earned it the desirable CVG HIT stamp (see review in main issue). The promise of interactive movies is finally here, and to live the experience you need look no further than CD-i.

So, if Burn:Cycle has convinced you about CD-i then you'll be pleased to hear Philips is giving away the goods in an exclusive competition with CVG. Yep, one 'probably too young to appreciate it anyway' reader will walk off with a brand new CDi-450 console fitted with the Digital Video cartridge, so you'll be able to watch movie CDs too! Additionally, a copy of Burn:Cycle, 7th Guest and International Tennis will also be snuggled in. As for runners up, there are also five extra copies of Burn:Cycle to be claimed.

IT'S ALL MINE!

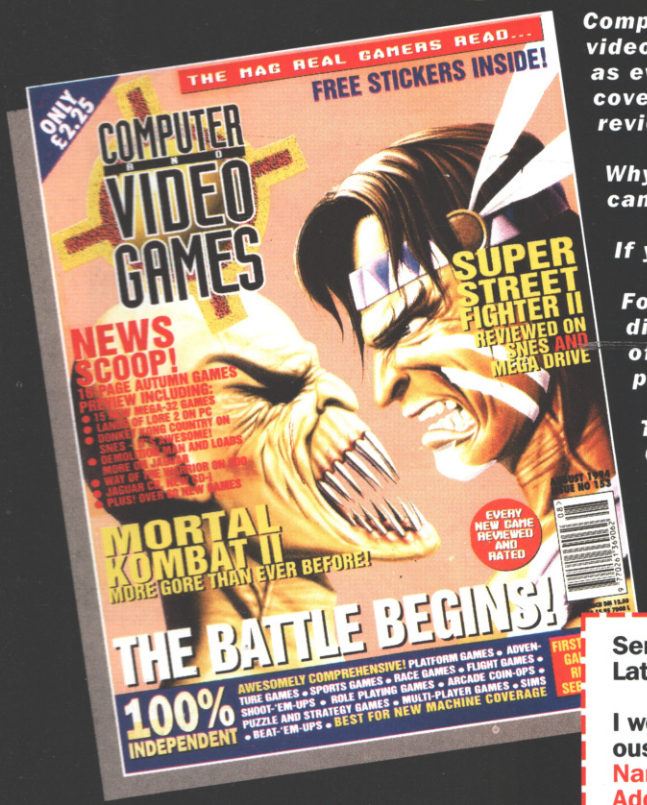
To win this top notch piece of kit all you need to do is read the Burn:Cycle review on page 40 of CVG and answer this simple question:

Who's Burn:Cycle programmed by:

a) Trip Media
b) Tripatron
c) Media Junkie

SUBSCRIBE TO COMPUTER & VIDEO GAMES

The essential guide for serious gamers



Computer & Video Games is Britain's longest established video games magazine. Twelve years old and going as strong as ever, CVG is the brightest, brashest games mag around, covering all the popular formats - and we mean all - and reviewing every single new game released.

Why spend a fortune on a single format magazine when you can get the whole world of games in CVG?

If you're serious about gaming - you can't afford tomiss it!

For just £34.00 (UK price) we'll deliver 12 issues of CVG direct to your door - so there's no chance of missing any of the vital information CVG provides. In addition, we'll pay all the postage and packing - what a bargain!

The world of gaming moves mighty fast. if you don't read CVG every issue, it could completely pass you by. Subscribe now and make sure you stay on top...

To subscribe, just fill in the form on this page - or call our order hotline on 0858 468 888. (9.30am-5.30pm Mon-Fri)

Send to : CVG Subs Offer, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics LE16 9EF

I would like to subscribe to CVG (the essential guide for serious gamers) for 12 stonking issues!

Name :.....

Address :.....

..... **Post Code :**.....

Signed :.....

(Parent or Guardian's signature, if under 18 years)

I enclose a cheque/postal order made payable to Emap Images Ltd for £.....

❒ **Please tick here if you do not wish to receive any direct mail that EMAP Images Ltd feels may be of interest to you.**

Source Code : IB99

SUBSCRIPTION RATES for 12 issues:

UnitedKingdom/BFPO	£34.00
Air Europe/Eire	£52.00
Air Mail Zone 1	£75.00
Air Mail Zone 2	£89.00
Rest Of World Surface Mail	£48.00

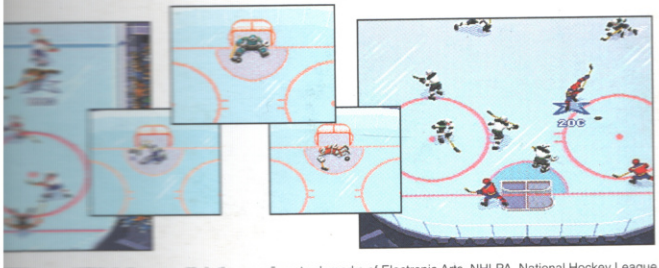
Subscriptions Guarantee : please remember that if you are not completely satisfied with your subscription you may cancel at any time and receive a full refund for all unmailed issues.

Subs will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.

P IT IN THE SLOT

NHL 95

YOUR SNES A TASTE OF REAL POWER-PLAY



SUPER NINTENDO
ENTERTAINMENT SYSTEM

EA SPORTS

ocean

"It's in the game, it's in the game" are trademarks of Electronic Arts. NHLPA, National Hockey League and trademarks of the NHLPA and are used, under license, by Electronic Arts. NHL, the NHL Shield and Stanley Cup Trademarks, Team names and logos depicted are officially licensed trademarks of the National Hockey League. © 1994 LICENSED PRODUCT OF THE NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION. 740901

CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ . TELEPHONE: 061 832 6633 . FAX: 061 834 0650

HELL ON EARTH...

NOVEMBER 1994 (DOOM & DOOM 2 • PC • JAGUAR • 32-X)

ONLY £2.25

CO
A
V
G

first review
STRE
it's mario kar

exclusive
MICK
this disney ga

FRE
MAGAZI
INSIDE

THE BEST MAGAZI
FOR NEW GAMES
MACHINES

JAGUAR

with exclusive shots of ama

BEST FOR NEW MACHINES

100% INDEPENDENT